



CeVIO AI User Manual

Translated by DeepL

All information in this manual is provided and owned by

CeVIO Project

National University Corporation Nagoya Institute of Technology

&

Techno-Speech, Inc.

Operating environment

Supported OS

Windows 10 / Windows 8.1 (64bit Japanese or English version)

CPU

Intel / AMD dual-core processor or higher *4 cores or higher recommended

If the processing performance is low, sound skipping may occur during playback. (There is no problem with file output.)

About the Apple M1 processor

There have been reports of saving and exporting problems in an ARM Windows 10 environment built on a Mac with an M1 processor and virtualization software.

For problems with the virtualization software, please contact the manufacturer of the virtualization software.

Memory

4GB or more *8GB or more recommended

Storage (HDD/SSD)

At least 1GB of free space (for installation)

Display

1280×720 or higher Full color

About display scaling

When the Windows display scaling (magnification setting) is set to 150%, the real resolution of a 1920 x 1080 screen is 1280 x 720.

This software supports Per-Monitor DPI, so you can use it comfortably in 4K resolution and multi-display environments with different magnification settings.

Other

Each license can be installed and used on one PC.

Requires a Windows-compatible sound device for audio playback.

An Internet connection is required for activation and updates.

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Installation and Authentication

In order to use the product, connect your PC to the Internet and follow the steps below.

Download the [latest](#) version from the [latest information](#) page.

Double-click on the downloaded file to run it.

The installation screen will appear. Follow the on-screen instructions to proceed with the installation.

After the installation is complete, a shortcut for "CeVIO AI" will be created on your desktop.

Double-click on it to launch it.



The "License Activation" window will appear when you start the software for the first time.

(Otherwise, please select "Activation" from the "Help" menu after startup.

Enter your serial number and email address, then click OK.

The email address will be required in case you lose your serial number. Please be sure to enter it correctly.

About serial numbers

In the case of packaged products, Yukari Yukari Rei is listed on the serial number card in the silver bag, while the rest are in the plastic bag.

If you purchased the software at **Vector PC Shop**, you can check the license key by clicking on the link in the "License Key Information" e-mail and going to the "View License Key" page.

If you purchased the software on **DLsite**, you can check it on the download screen of the software in "Purchase History".

If you purchased the downloadable version on **Amazon**, you can view the product page from the link in the "Order Confirmation" email and check it in the "Game & PC Software Download Library".

If you want to add a talk voice or song voice, or if you want to authenticate with the trial version, you must use the

Enter the serial number from "Activation" in the "Help" menu of the software.

If you want to use it on a different PC, follow steps 1 through 5 above on that PC.

Note that 24 hours must pass before you can use the same serial number to authenticate on another PC.

This software can be used on one PC per license.

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Name of each part



Ruler

Click on the ruler to move the position cursor to the position where you want to start playback.

Double-click the ruler to play (or stop while playing) from the clicked position.

Image display

You can [optionally](#) make it larger or hide it.

Audio Track

Audio tracks can be added using the [+] button or [Add Track] in the [Track] menu.

Talk track / Song track

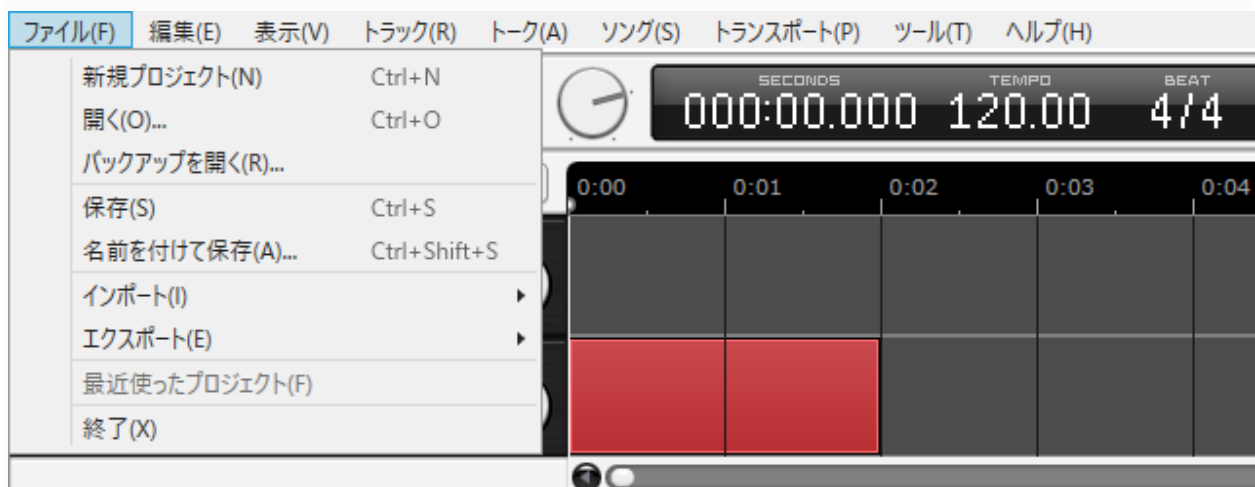
In environments where only the talk function is enabled, such as Talk Starter, the song track, adjustment tools, and editing tools will not be displayed.

In environments where only the song function is enabled, such as Songstarter, the talk track will not be displayed.

Even in environments where only one of Talk or Song is enabled, all functions will be enabled when you purchase and authenticate the other starter.

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Menu



File (F)

New Projects (N)

Create a new project (a full talk, song, etc.).

If there is content being edited, a confirmation screen for saving will be displayed.

Open (O)

Open the saved project file and resume work.

If there is content being edited, a confirmation screen for saving will be displayed.

Open Backup (R)

Open the backup file for the project.

Backup files are automatically saved every five minutes and deleted after one week.

Save (S)

Overwrites and saves the project file you are editing.

Save as (A)

Name and save the project you are editing.

Enter a file name, and then click [Save].

The extension of the saved file will be ".CCS".

Import (I)**Reading dialogue text**

Import lines from a text file into the talk track.

[Importing lines](#)

Loading Aozora Bunko

Read a text file in Aozora Bunko format into Talk Track, excluding the annotations [#...].

Loading subtitles

Load a subtitle file in SubRip format (.srt) or SubViewer format (.sbv) into the talk track.

Importing MIDI

Load a Standard MIDI file to the song track.

[Importing MIDI/MusicXML](#)

Reading MusicXML

Load the MusicXML file into the song track.

Importing audio files

Loads an audio file to the position of the position cursor of an external audio track.

[About audio file formats](#)

Track-by-track loading

Load the file saved in "Save track by track".

Loading the configuration

Loads a saved preferences file.

You can select and load from "General Settings", "User Dictionary", "Presets", and "Serif Clips" contained in the file.

For "User Dictionary", "Preset", and "Line Clip", you can choose to "Replace existing content" or "Add to existing content".

Export (E)

Mixdown WAV export

Export all tracks together in WAV format (48kHz 16bit stereo).

Continuous WAV export of dialogues

Export the contents of the selected talk track in WAV format (48kHz 16bit mono) for each line.

If you uncheck "Separate folders and serial numbers for each track" in "Advanced," the files will not be separated into folders, and the numbers in the file names will be the serial numbers for all the lines in all the tracks.

Text export of lines

Exports the dialogue of the selected talk track in comma-separated text format.

Exporting subtitle text

Export the dialogue of the selected talk track in SubRip (.srt) or SubViewer (.sbv) format, which can be used for YouTube subtitles.

WAV export of a song

Exports the selected song track in WAV format (48kHz 16bit mono).

Exporting MIDI

Exports the selected song track in MIDI format.

Even when multiple tracks are selected, they are combined into a single file and the key signature is reflected in the "Conductor Track" only for the first selected track.

Exporting MusicXML

Exports the selected song track in MusicXML format.

Save per track

Saves the edited contents of the selected track.

The saved file can be imported and reused in another project.

The extension of the saved file will be "ccst".

Exporting settings

Writes out the current preferences file.

You can select all or part of "General Settings," "User Dictionary," "Presets," and "Line Clips" for export.

The extension of the saved file will be "ccsa".

Recently Projects (F)

Select from the recently used project files and open them.

Quit (X)

Quit the application.

If there is content being edited, a confirmation screen for saving will be displayed.

Edit (E)

Undo (U/CTRL+Z)

Return to the previous working state.

Redo (R/CTRL+Y)

Restore the state before "Undo" is executed.

Cut (T/CTRL+X)

Cuts out the currently selected lines and notes.

Copy (C/CTRL+C)

Copies the currently selected lines or notes.

Paste (P/CTRL+V)

Paste the copied (cut) lines and notes at the position of the position cursor.

Delete (Del)

Deletes the currently selected line or note.

Select all (A/CTRL+A)

Makes all lines and notes of the track you are editing selected.

View (V)

Normal (N)

Normal display.

Full screen (M/F11)

Hide the window title and menu to make the editing window wider.

To cancel the full screen, press "F11".

Portrait (C/Shift+F11)

Make it a character image only. This display is suitable for external collaboration.

In addition to play/stop, the shortcut keys for moving the position cursor are also available during compact display.

When the Portrait is displayed, you can right-click to toggle "Keep on top".

Track (R)

Add a track

Add a new track below the currently selected one.

You can create up to 32 talk tracks, 32 song tracks, and 32 audio tracks.

Duplicate track

Add a track that duplicates the currently selected track.

Delete a track

Deletes the currently selected track.

Move the track up

Moves the currently selected track up one position.

Move the track down

Moves the currently selected track down one level.

Clear the track contents

Empties the contents of the currently selected track.

Align track contents equally.

Places the elements of the currently selected track (lines and external audio) at equal intervals.

Secure the track.

Outputs the audio of the currently selected track to a file, reducing the waiting time for playback and mixdown time with multiple tracks. It also reduces the load on the CPU and memory during playback, which is useful when multiple tracks cause sound interruptions or memory shortages.

If you edit the track content, the fix will be removed.

Mute the track

Does not play the currently selected track.

Solo the track

Play only the currently selected track.

Casting the truck

You can change the cast of the currently selected talk track or song track.

Talk(A)

Registering words

You can register the reading and accent of words that you cannot read correctly.

Dictionary Management

From the list of registered words, you can edit or delete words.

List of dialogue clips

You can insert lines from the list of registered lines into the selected line, or delete lines from the list.

Search

You can search for lines by keywords. This is useful if you have a lot of lines of dialogue.

sentence summary entry

Long sentences that would take a long time to type one line at a time can be entered at once.

It can also be used as a dialog insertion function.

Continuous dialogue input

When turned on, the following operations are available to assist with continuous line input.

When you confirm editing with the [Enter] key, you will automatically move to the next line of editing.

When you confirm editing with the [Shift + Enter] key, you will move to editing the previous line.

Press [Ctrl + Enter] to confirm editing, [Esc] to cancel, or [Enter] on a blank line to finish typing.

Auto-align lines

When turned on, subsequent lines will automatically move back and forth (maintaining spacing) as you input lines.

When turned off, editing or moving a line will not change the position of the other lines.

Add a blank line

Add 10 lines to the end of the serif list.

phoneme graph

Adjustment mode

Switches between accent, pitch, and loudness adjustment modes.

Overlay lines of length

When unchecked, the length adjustment line can be hidden.

The length can also be adjusted by dragging the text area above and below the phoneme graph, or by moving the mouse wheel up and down.

Adjustment by phoneme

When turned on, the display can be adjusted in detail by phoneme.

Even in the off Kana unit display, you can adjust the phoneme units by Alt+dragging.

Return to initial value

You can restore all bar graphs in the current adjustment mode to their pre-adjustment state.

Phoneme graph placement

You can change the display position of the phoneme graph. You can also hide it without it.

Show lines from another track

You can display the dialogs of all talk tracks in the dialog list.

Display columns

You can show/hide the columns in the serif list.

Song (S)

Selection tool / Summary selection tool / Pen tool / Line tool / Eraser tool

Switch editing tools.

[Editing Tools](#)

Quantize

Change the quantization.

[What is quantization?](#)

Adjustment mode

Switch between the score editing mode for entering notes and lyrics, and the timing, pitch, and vibrato adjustment modes.

You can also disable vibrato on the currently selected song track.

Summary input of lyrics

Enter the lyrics from the currently selected note (or the beginning if there is none) at once.

Enter lyrics using phonemes

You can enter lyrics in phonetic symbols (diacritics).

When turned on, it will enter phoneme input mode and the background of the lyrics input field will change to blue-gray.

Removal of fine white space

Removes small gaps (rests) caused by MIDI importing, etc.

Inserting a measure

Inserts measures at the specified position and length for the currently selected track or all song tracks.

You can also add the endings by using the right scroll button on the scroll bar at the right end of the piano roll, or by pressing Shift+under the mouse wheel.

Delete a measure

Deletes measures at the specified position and length from the currently selected track or all song tracks.

Show notes on different tracks

Notes other than the currently selected track can be displayed in the score editing screen.

ruler display

You can show or hide the tempo, time signature, and key signature for each line.

Line Display

You can show or hide the piano roll beat and quantize lines.

If you check the "Show on adjustment screen" checkbox, the guide line can also be displayed on the adjustment screen.

Guide cursor

You can show/hide the quantize position of the mouse cursor.

This is displayed when you use the pen tool, line tool, or group selection tool in the score editing screen.

Transport (P)

Start/Stop

Start playback from the position of the position cursor.

Stop

Stops playback. While stopped, the position cursor moves to the playback start position and then to the beginning.

Return to start position when stopped

Returns the position cursor to the playback start position when playback is stopped.

Auto-scrolling during playback

Auto-scrolls through the timeline, dialogue list, and piano roll during playback.

If unchecked, you can scroll manually even during playback. This can be changed during playback.

Cycle

Sets or cancels the repeat playback.

Start point marker

Set/unset the starting point of the repetition.

Endpoint marker

Sets/resets the endpoint of the repetition.

Move to top

Moves the position cursor to the top.

Move to the start point marker

Move the position cursor to the position of the starting marker.

Move to endpoint marker

Move the position cursor to the position of the endpoint marker.

Move to selected element

Moves the position cursor to the left edge of the currently selected line or external audio.

Move to specified position

Moves the position cursor to the specified position.

You can enter the position in "minutes:seconds" or "measures:beats".

Move to cursor

Displays the position of the position cursor.

This is useful when you lose sight of the position cursor off-screen.

Go-to Time

You can switch the seconds/measure display in the toolbar and timeline.

Top and bottom display positions

You can choose to display the transport (toolbar) at the top, middle, or bottom.

Left and right display positions

You can choose to display the transport (toolbar) in a left-aligned, center-aligned, or right-aligned position.

Tool (T)

Option

You can change environment settings such as character display, and various talk/song settings.

[Option](#)

Help (H)

Displaying Help -> Takes you to Japanese manual

This user's guide is displayed. An Internet connection is required.

CeVIO Official Website

Displays the CeVIO official website. Internet connection is required.

Check for updates

Check if there is a newer version. An Internet connection is required.

Buy Products

Displays a site where you can purchase a product license (serial number). An Internet connection is required.

License Authentication

Enter the serial number to activate the license. An Internet connection is required.

You can also check for certified products and serial numbers.

Version information

Check the information about the version of this software, voice, and text-to-speech engine.

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Transport



Goto Zero

Moves the position cursor to the top. When the start point marker is displayed, it moves to the start point marker and then to the top.

Start (Space)

Play all tracks from the position of the position cursor.

(Mute tracks will not be played.)

Stop (Space)

Stops playback. While stopped, the position cursor moves to the playback start position and then to the beginning.

Repeat

Sets or cancels the repeat playback.

Start point marker / End point marker

Set/unset the start and end points of the repetition.

The start/end point markers displayed on the ruler can be moved by dragging (holding down the left mouse button). If you hold down the [Alt] key while dragging, the marker will snap to the second.

Auto Scroll

You can select automatic or manual scrolling of the timeline, dialogue list, and piano roll during playback.

Master Volume

The overall volume can be adjusted while maintaining the volume balance between tracks.

Drag the knob to the left, right, or up and down to adjust. Hold down the [Shift] key while dragging to make fine adjustments.

Hold down the [Ctrl] key and left-click to return to the default value (0db), or double-click to enter a numerical value.

The master volume setting will be reflected in listening, playback, and WAV export.

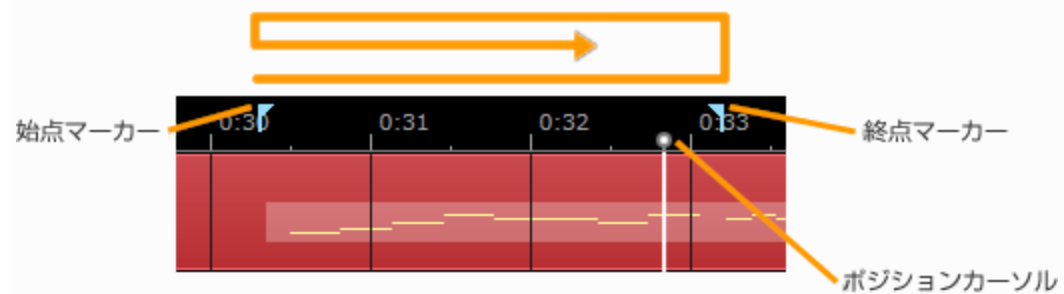
If you change the master volume manually, it will be remembered and reflected in the new project.

The volume is doubled at +6dB. If the volume is turned up too high, clipping noise will be generated.

Position Cursor

Click on the ruler to move the position cursor to that location.

Dragging to the left or right will auto-scroll at the left or right edge. Hold down the [Alt] key while dragging to snap to seconds (or measures when the timeline is in measure view).



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Info Panel



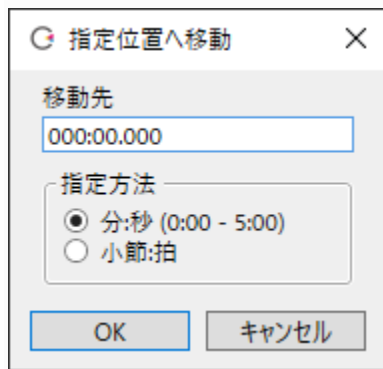
Position of the position cursor

The position cursor position will be displayed.

You can move it by left-clicking to enter the position directly.

Right-click to toggle the display between "minutes:seconds:milliseconds" and "measures:beats:ticks".

(A second is 1,000 milliseconds, and a quarter note is 960 ticks long.)



Tempo

The tempo of the cursor position will be displayed. Click to change it.

The tempo is a common setting for all song tracks. It does not affect the talk track.

If you want to change the tempo in the middle of a song, you can add a tempo from the piano roll ruler
(Time-Varying tempo input)

テンポのプロパティ

テンポ

120.000 (20 - 400)

位置

小節: 0

拍子: 1

ティック: 0

OK キャンセル

Beat

The time signature at the cursor position will be displayed. You can change it by clicking on it.

The time signature is a common setting for all song tracks. It does not affect the talk track.

If you want to change the time signature in the middle of a song, you can add the time signature from the piano roll ruler.

拍子のプロパティ

拍子

4 / 4

位置

小節: 0

OK キャンセル

Quantize

The current quantization settings will be displayed. Click on it to change it.

This setting is for note operations in the piano roll. It does not affect the talk track.



What is quantization?

For example, if quantize is set to "1/8", the beginning and end of the note will be corrected to the position where the measure is divided into 8 parts. For example, if you set the quantization to "1/8", the beginning and end of the note will be corrected to the position where the measure is divided into 8 parts.

If the shortest note you want to enter is a sixteenth note, we recommend setting it to 1/16, and if it is an eighth note, we recommend setting it to 1/8.

If you enter the notes as they were originally written, you will be able to sing naturally.

It is not recommended to leave a lot of space between notes to express prompts (e.g., "...") or to express vocal timing by the position of the notes.

Prompting sounds should be included in the lyrics, and vocalizations should be adjusted in the timing adjustment screen for a better singing voice.

If there is no song track, the tempo, time signature, and quantization will not be displayed.

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Track Header



トークトラック(青)



ソングトラック(赤)



オーディオトラック(緑)



Track Name

Click on a track name to select that track.

You can change the name to anything you want by double-clicking on it.

Volume control

Drag the knob to the left, right, or up and down (hold down the left mouse button) to adjust the volume of this track.

Hold down the [Shift] key while dragging to fine-tune.

Hold down the [Ctrl] key and left-click to return to the default value (0db), or double-click to enter a numerical value.

Volume settings will be reflected in listening, playback, and WAV export.

The volume is doubled at +6dB. If the volume is turned up too high, clipping noise will be generated.

Pan Control

Drag the knob to the left, right, or up and down to adjust the localization of this track.

Hold down the [Shift] key while dragging to fine-tune.

Holding down the [Ctrl] key while clicking will return you to the default value (center), and double-clicking will allow you to enter a numerical value.

The pan settings will be reflected in listening, playback, and mixdown WAV export.

WAV export of lines and WAV export of songs are not reflected because they are monaural.

Mute

Mutes the specified track. The muted track will not be played back.

Solo

Play the specified track only. When soloed, all tracks except this one will be muted.

Fixing the truck

Output the audio of this track to a temporary file to reduce the waiting time for playback on multiple tracks.

It also reduces the load on the CPU and memory during playback, which is useful when multiple tracks cause sound interruptions.

(If the sound is interrupted even on one track, it is due to insufficient CPU performance.

If you edit the track content, the fix will be removed.

Cast Settings

Select a character voice for this track.

Once you make a change in a talk track, the cast of all lines in that track will be changed.

Size of the track header

By using the [+] and [-] buttons on the right end of the timeline to zoom vertically, you can transform the track header into three different sizes.



Add track button, Sort track button

The [+] button allows you to easily add tracks from the cast list, and the [↑] and [↓] buttons allow you to rearrange them.



Position Cursor

You can move the position cursor by clicking on the ruler or dragging it to the left or right. If you hold down the [Alt] key while dragging, it will snap to seconds (or measures if the timeline is in measure view).

time

Right-click on the ruler to toggle the display between "minutes:seconds" and "measures:beats".

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Editing Tools (Song)



Switches the editing mode of the song track.

(Not for use with talk tracks or external audio tracks.)

Selection Tool

Select notes, tempo, etc. Drag to select a range of notes.

No quantization while holding down Alt.

While holding down the left Ctrl, the tool changes to the Pen tool.

Summary Selection Tool

Selects all notes in the range and all adjustments at once; no quantization while holding down Alt.

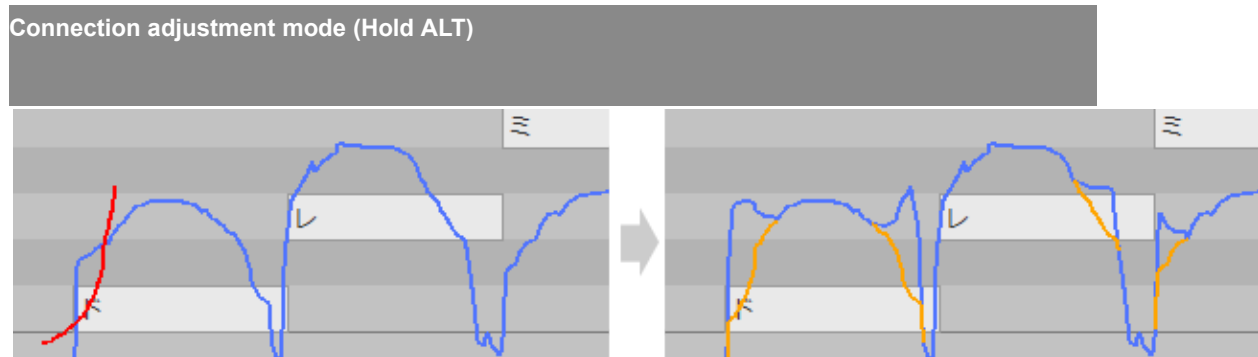
While holding down the left Ctrl, the tool changes to the Pen tool.

Pen tool

Edit sheet music... Select notes, tempo, etc. Drag to enter or move notes.

Adjustment screen...Drag to adjust the value; hold down Alt for connection adjustment mode.

While holding down the left Ctrl, the tool changes to an eraser.



"If you hold down the Alt key while dragging, a red line will be drawn, and if you release the Alt key, the adjustment will be reflected from the connection point of the red line to the connection point of the original line.

When the "Alt" key is pressed, the display will show a single line reflecting the adjusted value, so you can easily check the current status.

If you release the "Alt" key without dragging, the focus will shift to the menu, but you can check it again by pressing and holding the "Alt" key.

Due to the internal data resolution of the horizontal axis (time), the connection between the default value and the adjusted value on the screen may appear to be slightly off.

Line Tools

Score editing screen...works the same as the Pen tool.

Adjustment screen... (non-timing) Drag to draw a straight line, Shift to draw a horizontal line.

While holding down the left Ctrl, the tool changes to an eraser.

Eraser Tool

Edit sheet music screen... Delete notes, tempo, etc.

Adjustment screen...Drag to delete the adjusted value. (Pitch/Vibrato) Press Shift simultaneously to delete the original value (GROWL SOUND).

While holding down the left Ctrl, the tool changes to a selection tool.

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Adjustment Tool (Song)



Switch the song track adjustment screen.

Clicking on the text part of a button, such as "PIT," allows you to overlay that item while other items are being adjusted.

(Not for use with talk tracks or external audio tracks.)



Score editing

You can edit notes by adding or deleting them.

Timing Adjustment

You can adjust the timing of the voice.

Volume adjustment

You can adjust the volume (Dynamics).

Pitch adjustment

You can adjust the pitch of the notes.

The vibrato will always be reflected when the pitch is superimposed outside of the pitch adjustment screen.

When the amplitude and period of the vibrato are superimposed in the pitch adjustment screen, the vibrato reflected pitch is also superimposed (On PIT adjustment screen, overlaying Vibrato will show on the pitch line).

Vibrato amplitude adjustment

Allows you to adjust the amplitude of the vibrato.

Vibrato frequency adjustment

Allows you to adjust the vibrato cycle.

Alpha (Equivalent to VOCALOID Gender Factor or Formant Shifting)

The voice quality can be changed in detail within a track (disabled with KAFU).

Creating your first talk

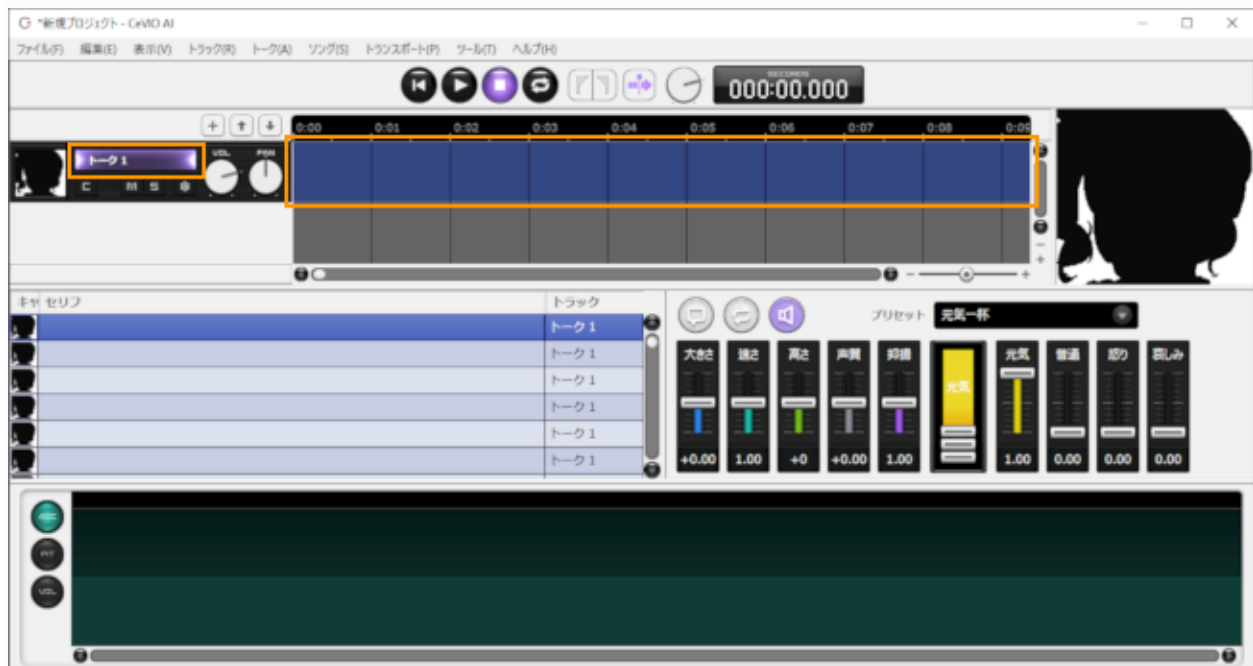
You can create audio suitable for dialogues and narrations.

You can also set emotions such as "full of energy" or "sad" from presets with a single touch, and adjust the volume and speed of your voice in detail.

Launch the application.

When you launch the application, you will see a track at the top of the screen.

If you have more than one track, click on the track name (or timeline) labeled "Talk 1" to open the Talk edit screen at the bottom of the screen.



2. Input lines

Select a line in the talk edit screen, then click on the dialogue field to enter the text.

キャラ	セリフ	トラック
	こんにちは	トーク 1
		トーク 1
		トーク 1
		トーク 1







3. timing of dialogue utterance

When you enter a line, a line element (box) will appear in the timeline. Drag the element (hold down the left mouse button and move it) to change the timing of the line.



4. Select the cast.

If you have more than one cast member available, you can select the character who will be voicing that line in the Cast section.

キャラ	セリフ	トラック
	こんにちは	トーク 1
	さとうささら	トーク 1
	小春六花	トーク 1
	ONE	トーク 1
	IA	トーク 1
		トーク 1

Setting Emotions

From the presets on the right side of the talk editing screen, you can set your emotions with a single touch.

You can also use the emotion controls (bar graph knobs) to mix multiple emotions.



6. Listening

Pressing the "Listen" button will allow you to listen to the currently selected line.



7. Output audio files

In the menu, click "File" -> "Export" -> "Mixdown WAV Export" to output a file with all tracks combined.

You can also use "Sequential WAV export of lines" to output separate files for each line.



Description of the talk track

Enter text in the dialogue list on the left, and make adjustments in the condition, emotion control, and phoneme graphs on the right.

You can increase the number of tracks to 32 by selecting "Tracks" from the menu or "Add Talk Track" from right-clicking on a track.



trial listening (e.g. to a record before buying)

Audition the selected line in the dialog list. Pressing again while listening will abort the listening.

You can also left-click on a phoneme graph to listen to it from a specified position.

Repeat listening

Sets/cancels the repetition of listening.

Automatic Listening

You can toggle whether or not to listen automatically after entering lines or when you adjust the condition/emotion/phoneme graph.

If you check the option "Play back part of phoneme graph with automatic audition", the automatic audition of the phoneme graph will play back the pause just before the adjustment (punctuation, etc.) to the pause just after it.

Use of automated listening

Pressing the [Enter] key while typing a line will automatically listen to it, so you can use it in combination with "Continuous Line Input" to input a script in advance and play it back in order, or use it as a real-time text-to-speech tool for live broadcasting.

Type and edit lines

Type and edit lines

Click on a row to select it, or click on a selected row to enter it.

Once you have entered your lines in the input state, press [Enter] to confirm.





Even if you only use the keyboard, you can use the [Enter] key or the down cursor key to move the selected line to the next line, the up cursor key to move the selected line to the previous line, and the [F2] key to enter the selected line.

(It is also possible to enter text without pressing the [F2] key from a non-input state.

Japanese voice lines can be entered in natural sentences using double-byte hiragana/katakana/kanji, etc.

English voice lines can be entered in English using half-width alphabets and numbers.

You can enter up to 200 characters for Japanese voices and 500 characters for English voices in one dialog box.

キャラ	セリフ	トラック
	こんにちは	トーク 1
		トーク 1
		トーク 1
		トーク 1

Tips for entering Japanese lines

Pronunciation is determined from the entire sentence for each line of dialogue. Question marks (?) at the end of sentences are also reflected in pronunciation. At the end of a sentence will also be reflected in the pronunciation.

Long sentences without a punctuation mark (,) or one sentence broken into multiple lines will not be pronounced correctly.

"Hello. Hello, Mr. xxx." Punctuation marks (.) in a single line, such as will be replaced by a punctuation mark.

Sometimes you can find the exact pronunciation you want by changing the same reading to a homonym, hiragana, or katakana.

Difficult names of people and places can be pronounced correctly by [registering the words](#).

Japanese ruby input (reading specification)

You can write hiragana/katakana in 《》 to specify the reading.

I met Mr. Watanuki this morning. "I met Mr. Watanuki this morning.

(Example) Hello, April 1st, Mr. Watanabe. When the " I " is omitted, the beginning is presumed.

As with [word registration](#), you can also specify vowel voicelessness with ""

English ruby input (specify pronunciation symbol)

You can specify the reading by writing the pronunciation symbol in [] following the word.

Syllables are separated by a vertical bar "|", and phonemes within a syllable are separated by a comma ",".

The vowel is followed by a number indicating the stress (accent) (0 if omitted).

0: No stress 1: Primary stress 2: Secondary stress

(Example) Sasara[s,ah1|s,ah0|r,ah0].







(Example) Ando[ah1,n|d,ow0].

[Click here](#) for a list of phonetic symbols.

Cast settings for dialogues

Click on the Cast column to select the character who will be voicing the lines for that line.

If you change the cast from "Cast" in the "Track" menu or from the track header, you can change the cast for all lines in the track at once.

キャスト	セリフ	トラック
	こんにちは	トーク 1
	さとうささら	トーク 1
	小春六花	トーク 1
	ONE	トーク 1
	IA	トーク 1
		トーク 1

Cut, copy, and paste





You can copy or cut the selected line and paste it into another line.

You can use the right-click menu or the shortcut keys [Ctrl+X] (cut), [Ctrl+C] (copy), and [Ctrl+V] (paste).

You can paste in the content of the condition, emotion, and phoneme graph as well, which is useful for using adjusted lines.

When "Show lines of another track" is on, cut/copy will be performed for the selected track only.

You can also paste text from the clipboard copied by other software.

キャラ	セリフ		トラック
	こんにちは。	切り取り(T) Ctrl+X	トーク 1
	さとうささらです。	コピー(C) Ctrl+C	トーク 1
	よろしくお願いします！	貼り付け(P) Ctrl+V	トーク 1
		コピーした内容の挿入(I) Ctrl+Shift+V	トーク 1

Selecting multiple lines

You can select multiple lines by selecting one line and then holding down the [Shift] key while clicking on another line.

You can also use [Ctrl+A] to select all lines.

You can cut and copy multiple lines, and apply presets to multiple lines.

The preset will be applied to the selected lines with matching casts.

Deleting a line

You can delete the selected line by pressing the [Delete] key or by right-clicking on it in the menu.

Inserting a line

You can insert a line at the position of the selected line by right-clicking and selecting "Insert" from the menu.

During cutting/copying, the line will be inserted; otherwise, a blank line will be inserted.

You can also insert text from the clipboard copied by another software.

If you want to insert a blank line, you can clear the clipboard with the "Esc" key.

Add a blank line

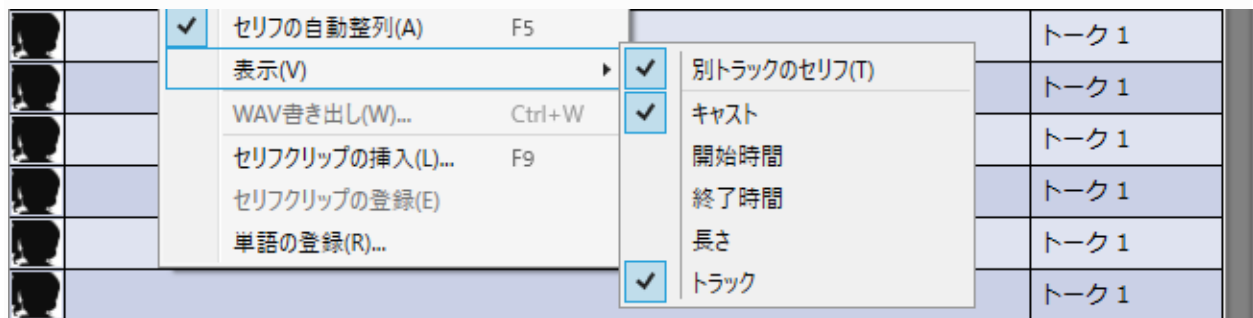
You can add 10 blank lines to the end of the dialogue list by using "Add Blank Lines" under "Talk" in the menu.

Changing the display

From the "View" menu of the right-click menu, you can change what is displayed in the list.

Check the "Show lines from other tracks" checkbox to show lines from other tracks in the list.

In the "Lines, Start Time, End Time, Length" section, you can toggle the visibility of each column.



Lines from another track

Displays lines other than the currently selected track in the line list.

Cast

A character who vocalizes lines.

Start time

Time at which the line starts (minutes:seconds. . milliseconds). You can also directly enter a time to move the lines.

End time

The time (in minutes:seconds. milliseconds) at which the line will end. You can keep track of the elapsed time one line at a time (minutes:seconds. milliseconds).

Length

Length of lines (min:sec.). (milliseconds).

Track

Tracks for lines. Selecting a different track after entering a line allows you to easily move the line to a new track.

Example of hiding the cast and track, and showing the start time and length.

セリフ	開始時間	長さ
こんにちは。	000:00.000	000:00.920
		000:00.000
		000:00.000

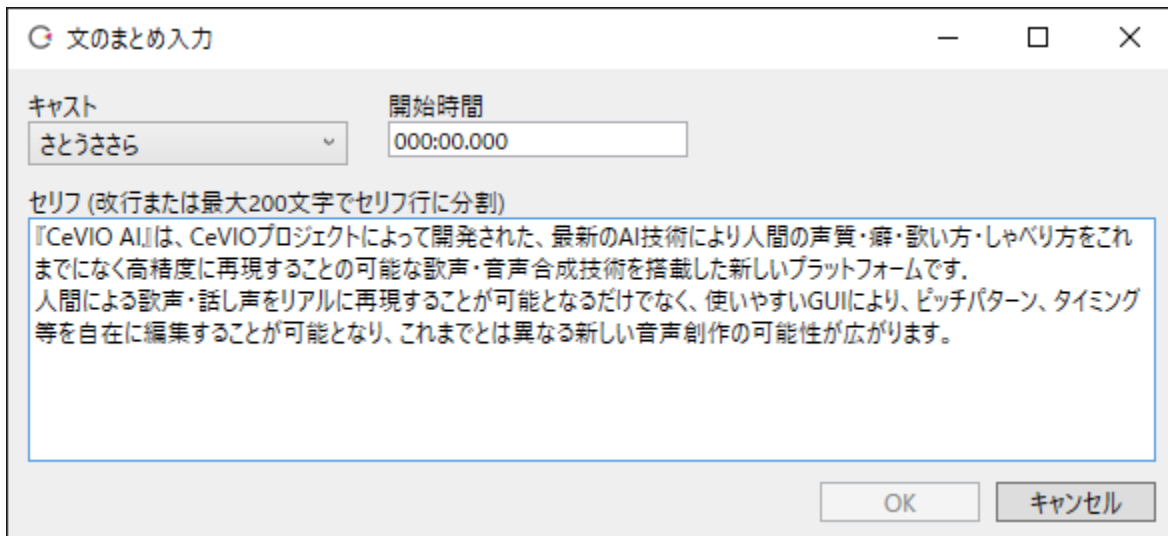
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sentence summary entry

If you want to enter lines of text in a group instead of one line at a time, or if you want to insert a sentence in a selected line, "Enter a group of sentences" is useful.

It can be called from the right-click menu of the dialog list or by using the shortcut key [F8].

You can also copy and paste text from external sources, such as web browsers, so you can easily import long texts.



The screenshot shows a Windows-style dialog box titled "文のまとめ入力" (Sentence Summary Entry). It has a standard title bar with minimize, maximize, and close buttons. The dialog contains two input fields at the top: "キャスト" (Cast) with a dropdown menu showing "さとうささら" and "開始時間" (Start Time) with a text box showing "000:00.000". Below these is a large text area with a blue border, containing Japanese text about CeVIO AI. At the bottom right are "OK" and "キャンセル" (Cancel) buttons.

文のまとめ入力

キャスト 開始時間

さとうささら 000:00.000

セリフ (改行または最大200文字でセリフ行に分割)

『CeVIO AI』は、CeVIOプロジェクトによって開発された、最新のAI技術により人間の声質・癖・歌い方・しゃべり方をこれまでにない高精度に再現することの可能な歌声・音声合成技術を搭載した新しいプラットフォームです。人間による歌声・話し声をリアルに再現することが可能となるだけでなく、使いやすいGUIにより、ピッチパターン、タイミング等を自在に編集することが可能となり、これまでとは異なる新しい音声創作の可能性が広がります。

OK キャンセル

When you invoke "Enter Sentence Summary" from the right-click menu of the timeline, you can insert a sentence at the position you clicked or the position cursor.

文のまとめ入力

キャスト: さとうささら

開始時間: クリック位置 000:01.488

セリフ (改行または最大200文字でセリフ行に分割)

『CeVIO AI』は、CeVIOプロジェクトによって開発された、最新のAI技術により人間の声質・癖・歌い方・しゃべり方をこれまでにない高精度に再現することの可能な歌声・音声合成技術を搭載した新しいプラットフォームです。人間による歌声・話し声をリアルに再現することが可能となるだけでなく、使いやすいGUIにより、ピッチパターン、タイミング等を自在に編集することが可能となり、これまでとは異なる新しい音声創作の可能性が広がります。

OK キャンセル

Cast

A character who vocalizes lines.

Start time

Inserts a sentence at the specified time. The initial value is the start time of the selected line (minutes:seconds. . milliseconds).

Start time (when called from the right-click menu of the timeline)

Click position

Insert a sentence at the right-clicked position.

Position cursor position

Inserts a sentence at the position of the position cursor.

Designated time

Inserts a sentence at the specified time. The default value is the position where you right-click.

words

Text to be vocalized. It is split into serif lines at line breaks.

If a sentence is longer than 200 characters, it will be divided into 200 characters or less, with priority given to punctuation.

Conditions and Emotions

The lines will reflect the condition (size, speed, height, voice quality, and inflection) and emotion of the selected line.

You can easily make batch settings by using knobs or presets beforehand and then inputting the settings.

You can also select a preset while holding down the [Alt] key to batch set it to the cast of that track even after input.

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Adjusting vocal timing

Adjust on the timeline

When you enter a serif, the serif element will appear in the timeline.

Drag the dialogue element to the left or right (hold down the left mouse button and move it) to change the timing of the utterance.

Holding down the [Alt] key while dragging will snap the left or right edge of the serif element to the second.

(When the timeline is in measure view, it will snap to the measure unit.)

Hold down the [Shift] key and click on a line element to make it multi-selected and move it all together.



Align lines at equal intervals.






In the "Track" menu, or by right-clicking on a track and selecting "Arrange track contents evenly", you can arrange all lines of the track evenly. (The position of the first line will not change.)

You can change the spacing of the lines from the "Talk Settings" [option](#).

Adjust in the dialogue list









You can also double-click on "Start time" in the dialogue list to directly input the vocal timing.

The "Start Time" can be displayed from the "View" menu in the right-click menu of the dialogue list.

キャラ	セリフ	開始時間	トラック
	こんにちは。さとうささらです。	000:00.000	トーク 1
	よろしくお願いします。	00	
	今日はいい天気ですね	00	
			
			トーク 1

いずれかの形式で数値を入力:
(分):(秒).(ミリ秒)
(秒).(ミリ秒)
(秒)

"Move" in the right-click menu of the serif list allows you to move the serifs in the selected line in a specified way.

	こんにちは。さとうささらです。		トーク 1
	よろしくお願いします。		トーク 1
	今日はいい天気ですね		トーク 1
			トーク 1
			トーク 1
			トーク 1
			トーク 1
			トーク 1

移動

移動先
000:00.000

指定方法
☒ 位置で指定
☐ 移動量で指定
☐ ポジションカーソル位置

OK

キャンセル

Specify by position

Directly specifies the destination time.

Specify by displacement

Specify the time relative to the original position, plus or minus.

Position cursor position

Moves to the current position cursor position.

Auto-align lines

When Auto-align is on, the following lines will automatically move back and forth (maintaining the spacing) as you input lines.

It also automatically aligns when you change the cast or adjust the speed, emotion, or LEN of the phoneme graph.

If unchecked and turned off, editing a line will not change the position of other lines, and you can move them around and overlap them.

(When off, typing a line in an inserted blank line will not move the following lines.

It is recommended to edit with auto-align on at first, and turn it off when you don't want to change the position of the lines.

If you want to overlap lines from different tracks, turn off "Multi-track auto-align" in the "Talk settings" option.



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Facial expression settings for lines

Lines have various parameters (values) such as voice volume, speed, and emotion.

By adjusting these parameters, you can create the audio you want.

Setting the Condition

You can adjust the volume and speed of the voice by dragging the knob (hold down the left mouse button and move it).

You can also place the mouse cursor over the knob and adjust it by one by moving the mouse wheel up or down.

If you hold down the [Alt] key while dragging or moving the wheel up and down, you can reflect the value to the entire cast in the track at once.



コンディションコントロール

size

You can adjust the volume of your voice.

speed

You can adjust the speed at which lines are read out loud.

Height

You can adjust the height of your voice.

voice quality

You can change your voice to sound more mature or childish.

intonation

You can make your voice more energetic or a little calmer.

Setting Emotions

You can mix multiple emotions in the desired proportions by dragging knobs such as energy and anger*.

You can also place the mouse cursor over the knob and adjust it by one by moving the mouse wheel up or down.

If you hold down the [Alt] key while dragging or moving the wheel up and down, you can reflect the value to the entire cast in the track at once.



The screen shows the emotions of "Sato Sasara."

emotional graph

The percentage of emotional synthesis is shown in the emotion graph. For example, if you have 100 energy and 100 anger, the percentage will be 50% each.

("100 energy and 100 anger" is the same as "50 energy and 50 anger.")

It is also possible to change the percentage directly by dragging the knob on the emotion graph.

Emotions for each character

Emotions are different for each character and have the following parameters

IA ... Bright, Normal, Strong, Dark

ONE ... Bright, Normal, Strong, Dark

Koharu Rokka ... Happy, normal, angry, sad, calm

Satou Sasara ... energy, normal, anger, sorrow

Preset

You can add facial expressions to your lines with a single touch, or register your favorite settings.

If you select a preset with multiple lines of dialog selected, you can apply it to the selected lines with matching casts at once.

If you hold down the [Alt] key while selecting a preset, you can apply it to all matching cast lines in the track at once.

Saving presets

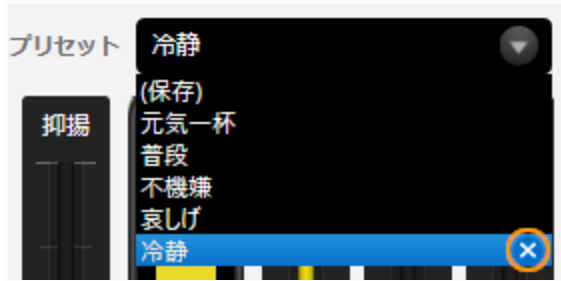
(Save) to register the current parameter settings with a preset name.



If you overwrite a preset, the changes will be reflected in the other lines of the same preset.

Deleting a Preset

When you want to delete a preset, click the "X" mark that appears to the right of the preset name.



Default preset

It is useful to set a frequently used preset as the "Default preset" in the "Talk settings" [option, which will be the](#) default setting for blank lines.

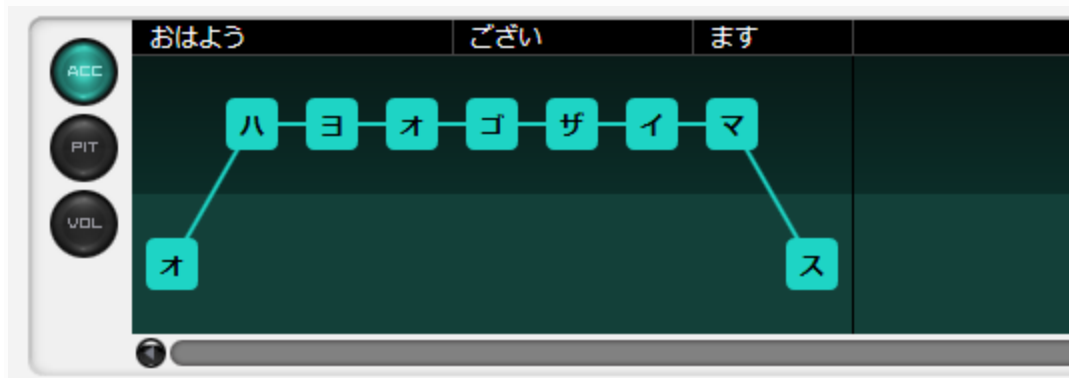
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Phoneme graph (Japanese)

You can correct the accent of a word or adjust the height/length/loudness of the sound for each kana (or phoneme).

Accent adjustment

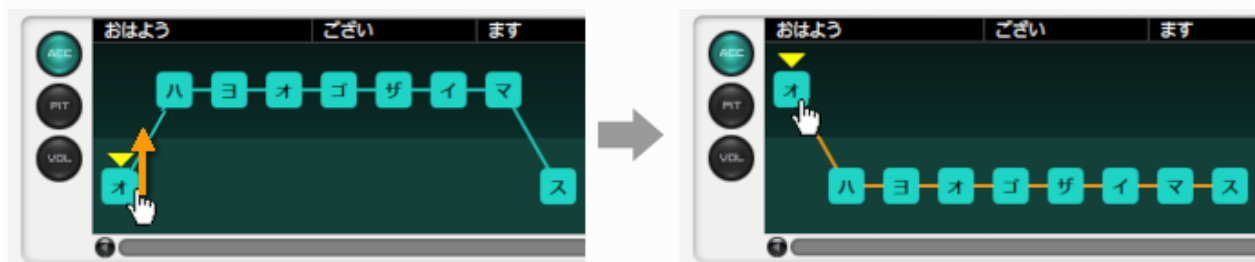
The screen displayed by the "ACC" button allows you to adjust the accent.



Click on the mora (kana) to accentuate its position.

Dragging the mora up and down will automatically apply the accent type to the accented phrase.

The connection line of the changed mora will be shown in orange.



Accent type and accent clause

There are four types of "accent types" in common Japanese: head-high, middle-high, tail-high, and flat.

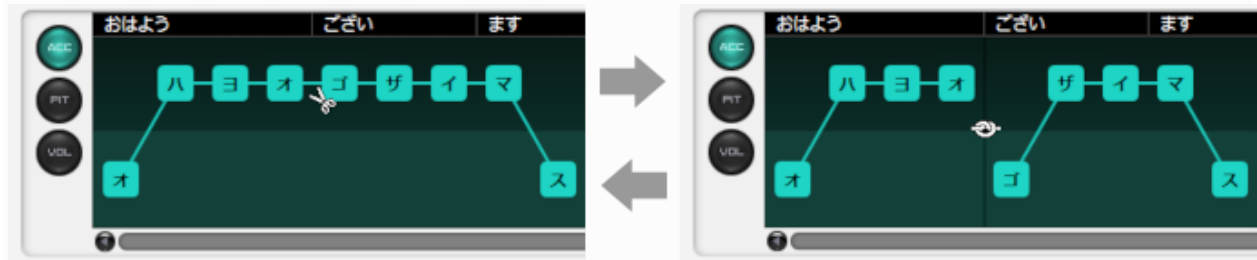
An "accent phrase" is a unit of accent consisting of words and particles with one of the accent types.

In the Accent Adjustment screen, a black vertical line will appear at the border of the accent phrase.

Split/join accent clauses

When you move the mouse cursor between morae, the mouse cursor will change to scissors (when the morae are connected) or bind (when the morae are not connected). Left-click there to split or merge the accent clauses.

By using the split/join accent phrases, you can adjust the height of the accent more freely.



Adjusting the height, length, and loudness of the sound

The screen that appears when you press the "PIT" button allows you to adjust the pitch and length of the sound.

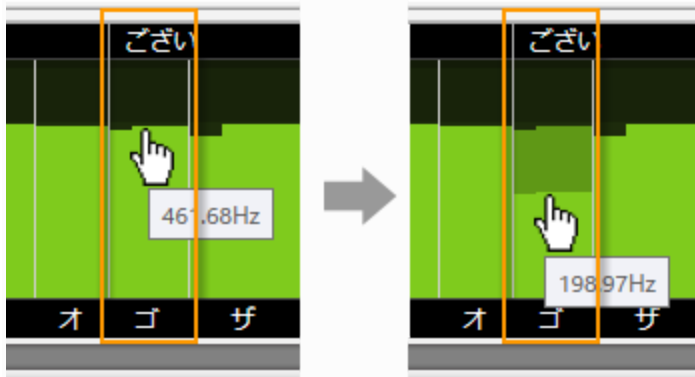
"In the screen that appears when you press the VOL button, you can adjust the volume and length of the sound.

The background of the PIT screen is an octave-by-octave gradation, and the background of the VOL screen is a 10 dB-by-10 dB gradation.



Adjusting the height (loudness) of the sound

Dragging the mouse up and down on the bar graph (hold down the left mouse button) will cause the graph to change as you move the mouse. You can also drag left or right, or hold down the [Shift] key and drag to the right (or left) to align the graph horizontally.



You can also hover the mouse cursor over the graph and adjust it with the mouse wheel up or down.

While zooming in, hold down the [Alt] key and move the mouse wheel up or down to adjust.

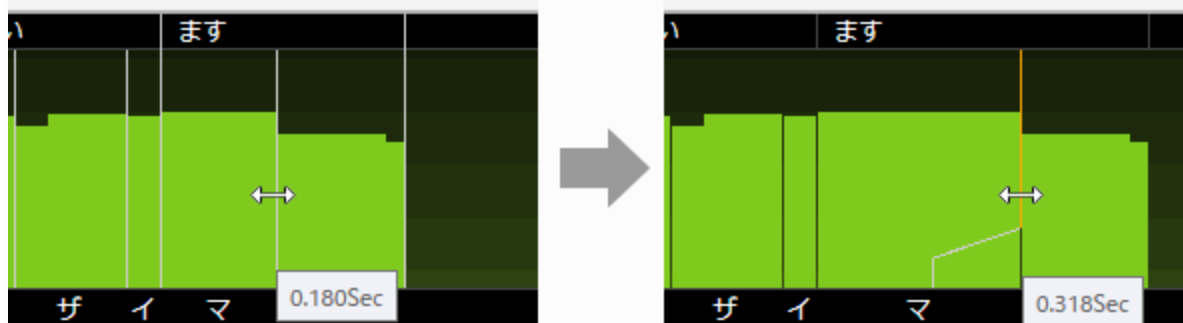
The height is 100 centimeters and the magnitude varies by 1 dB.

Adjust the length of the sound

Drag the white vertical line (orange after adjustment) to adjust the length.

Double-click on the vertical line, or click or drag it while holding down the [Ctrl] key to return it to its original length.

Drag the vertical line in the text area at the top to adjust the length of each word.



In addition to dragging the vertical lines, you can also adjust their length by dragging or using the mouse wheel in the upper and lower text areas.

When you hover the mouse cursor over the word or mora (or phoneme) to be adjusted, it will turn orange.

When adjusted on a word-by-word or mora-by-mora basis, the length will change while maintaining the ratio of consonants to vowels.

By holding down the [Alt] key while dragging in the lower character area, you can adjust the length of each phoneme even when Kana is displayed.

Turn off the right-click menu "Overlay length line" to prevent accidentally dragging the length when trying to adjust the height (size).

(If you remove the vertical lines, you can still adjust the length of the text in the top and bottom text areas.



Display magnification

In the PIT and VOL screens, you can use the "+" and "-" buttons at the bottom right of the phoneme graph to zoom in and out on the display.

This is useful when the screen is narrow or when you want to make fine adjustments.

You can also use the shortcut keys [Ctrl + mouse wheel up/down] to zoom in/out vertically, and [Ctrl + Shift + mouse wheel up/down] to zoom in/out horizontally.



Adjustment by phoneme

You can fine-tune the phonetic units by right-clicking on the phoneme graph and checking the menu [Adjust by Phoneme]. You can also use the shortcut key [Ctrl + P] to switch between Kana and Phoneme units.

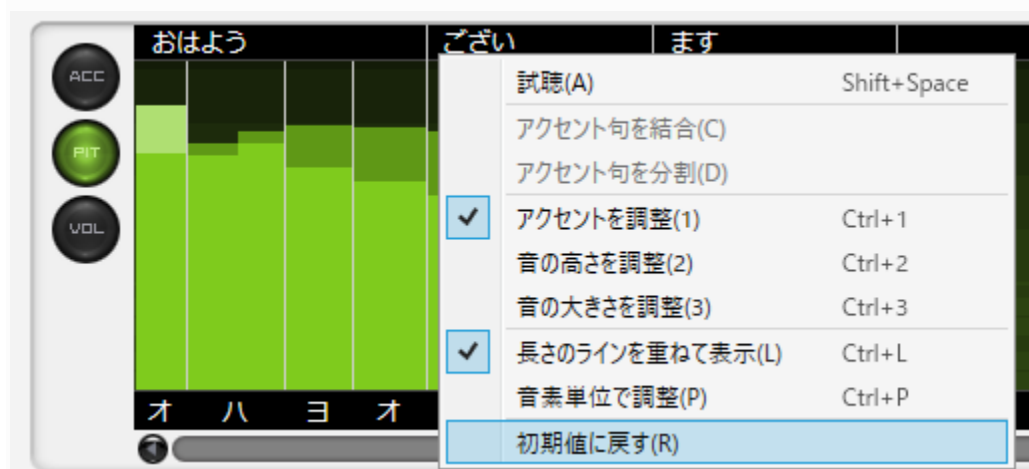
Phoneme by phoneme" allows you to adjust the smallest unit of speech, for example, "ohayoogozaimasU" for "ohayo gozaimasU".

You can also hold down the [Alt] key while dragging to adjust each phoneme.

Return to initial value

Select "Reset to Default" from the right-click menu of the phoneme graph to restore the accent, height, size, and length to their original state before adjustment.

Double-clicking on the adjusted graph will return only that part to its initial values. Hold down the [Ctrl] key while dragging to return the dragged area to its initial value.



Scrolling the display

In addition to the scroll bar, the phoneme graph can also be scrolled by holding down the middle mouse button and dragging it.

You can also hold down the [Shift] key and use the mouse wheel up or down to scroll horizontally, or use the mouse wheel up or down to scroll vertically while zooming in.

trial listening (e.g. to a record before buying)

Click on a phoneme graph to listen to it from the position where you clicked. If you click again while listening, it will stop.

You can enable/disable "Auto-listen", which automatically starts listening after adjustment, by clicking the "Auto-listen button".

If you check "Partial playback with automatic listening" in the "Talk settings" [option](#), you can make the listening range from the pause (punctuation or symbol) just before the adjustment point to the pause just after it.

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Phonemic Graphs (English)

You can adjust the height, length, and loudness of the sound for each phoneme.

If you want to change the accent in English, you can do so by [entering the ruby in the](#) dialogue ([specify the pronunciation symbol](#)).

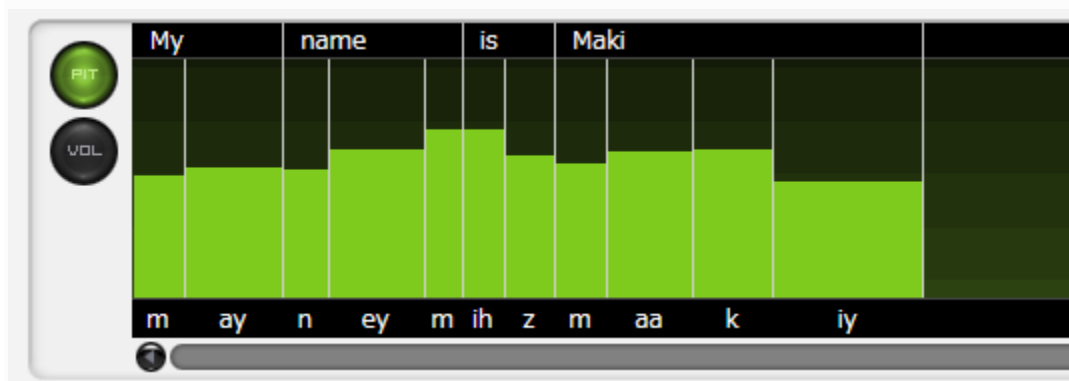
(A screen to graphically adjust the "stress" of the English accent will be implemented around August.

Adjusting the height, length, and loudness of the sound

The screen that appears when you press the "PIT" button allows you to adjust the pitch and length of the sound.

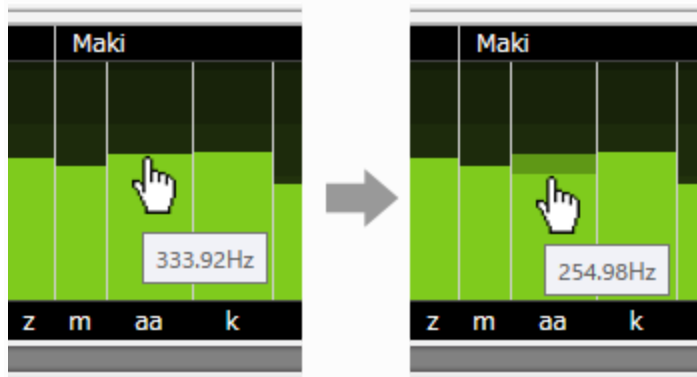
"In the screen that appears when you press the VOL button, you can adjust the volume and length of the sound.

The background of the PIT screen is an octave-by-octave gradation, and the background of the VOL screen is a 10 dB-by-10 dB gradation.



Adjusting the height (loudness) of the sound

Dragging the mouse up and down on the bar graph (hold down the left mouse button) will cause the graph to change as you move the mouse. You can also drag left or right, or hold down the [Shift] key and drag to the right (or left) to align the graph horizontally.



You can also hover the mouse cursor over the graph and adjust it with the mouse wheel up or down.

While zooming in, hold down the [Alt] key and move the mouse wheel up or down to adjust.

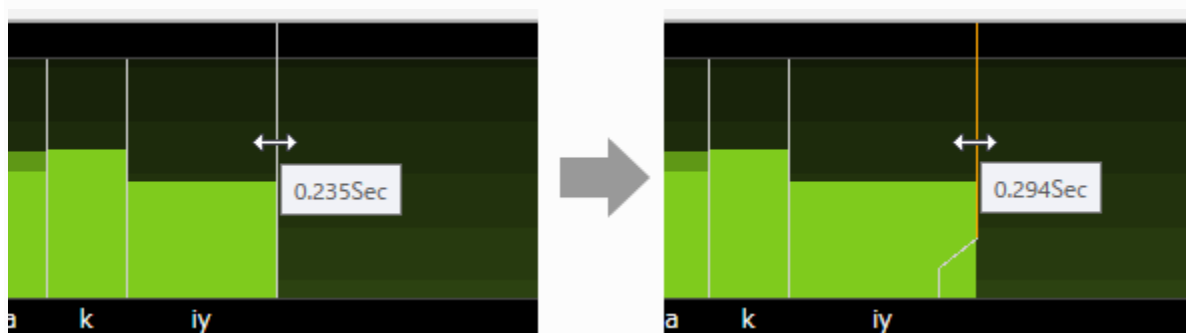
The height is 100 centimeters and the magnitude varies by 1 dB.

Adjust the length of the sound

Drag the white vertical line (orange after adjustment) to adjust the length.

Double-click on the vertical line, or click or drag it while holding down the [Ctrl] key to return it to its original length.

Drag the vertical line in the text area at the top to adjust the length of each word.



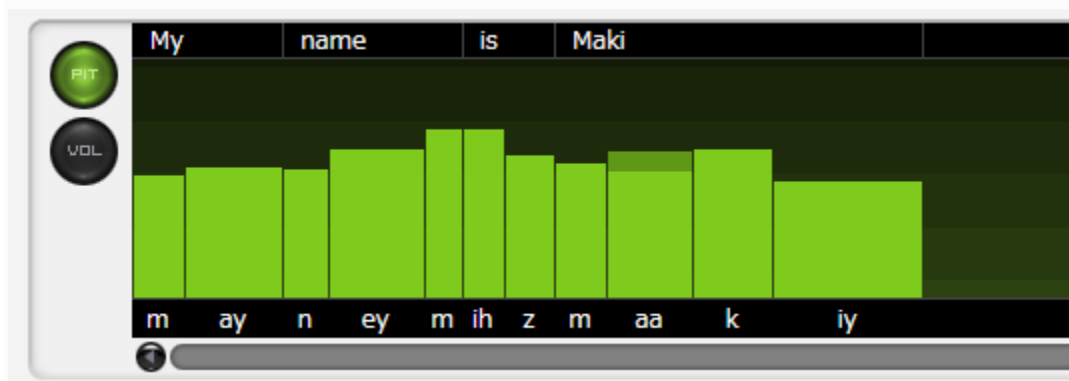
In addition to dragging the vertical lines, you can also adjust their length by dragging or using the mouse wheel in the upper and lower text areas.

Hover the mouse cursor over the word or phoneme to be adjusted and it will turn orange.

If you adjust it word by word, the length will change while maintaining the consonant to vowel ratio.

Turn off the right-click menu "Overlay length line" to prevent accidentally dragging the length when trying to adjust the height (size).

(If you remove the vertical lines, you can still adjust the length of the text in the top and bottom text areas.

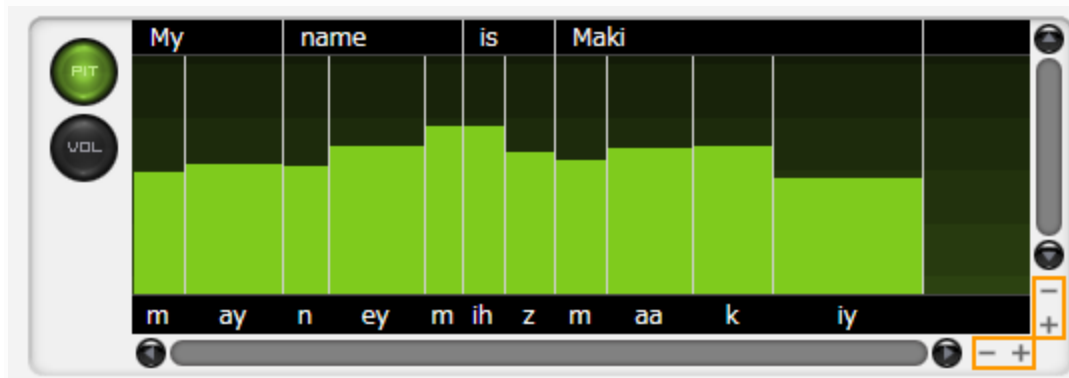


Display magnification

In the PIT and VOL screens, you can use the "+" and "-" buttons at the bottom right of the phoneme graph to zoom in and out on the display.

This is useful when the screen is narrow or when you want to make fine adjustments.

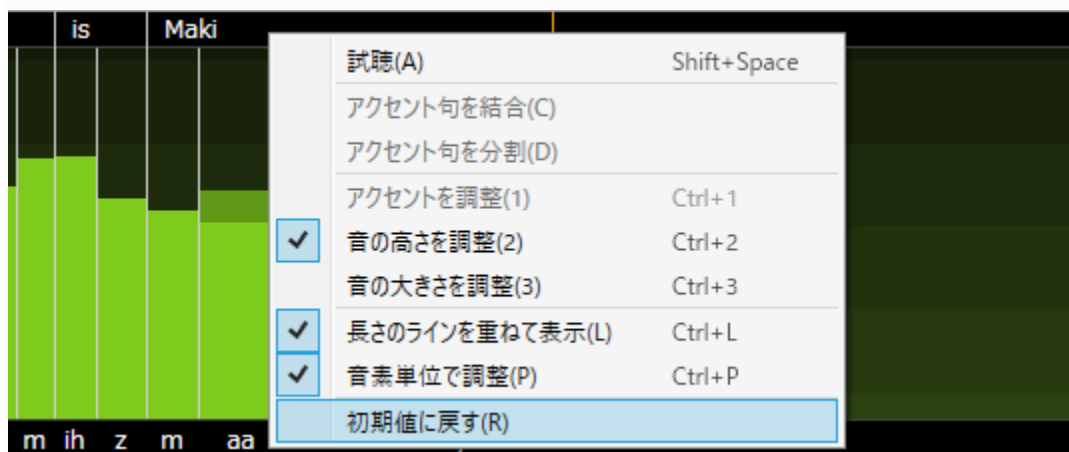
You can also use the shortcut keys [Ctrl + mouse wheel up/down] to zoom in/out vertically, and [Ctrl + Shift + mouse wheel up/down] to zoom in/out horizontally.



Return to initial value

Select "Reset to Default" from the right-click menu of the phoneme graph to restore the accent, height, size, and length to their original state before adjustment.

Double-clicking on the adjusted graph will return only that part to its initial values. Hold down the [Ctrl] key while dragging to return the dragged area to its initial value.



Scrolling the display

In addition to the scroll bar, the phoneme graph can also be scrolled by holding down the middle mouse button and dragging it.

You can also hold down the [Shift] key and use the mouse wheel up or down to scroll horizontally, or use the mouse wheel up or down to scroll vertically while zooming in.

trial listening (e.g. to a record before buying)

Click on a phoneme graph to listen to it from the position where you clicked. If you click again while listening, it will stop.

You can enable/disable "Auto-listen", which automatically starts listening after adjustment, by clicking the "Auto-listen button".

If you check "Partial playback with automatic listening" in the "Talk settings" [option, you](#) can make the listening range from the pause (punctuation or symbol) just before the adjustment point to the pause just after it.

Register words and manage the dictionary (Japanese talk voice)

Difficult names of people and places that cannot normally be read out loud in Talk Track can be pronounced correctly by registering the words.

Registering words

Select "Register Words" from the "Talk" menu, the dialogue list, or by right-clicking while typing your lines.

(When multiple language voices are being used, Japanese talk voice is being selected in the dialogue list.

If you are in a serif list, you can call up the selected line, and if you are entering a serif, the selected range will be reflected in the "Notation".

単語の登録

表記(全角40文字以内)
四月一日

読み(全角カナ40文字以内)
ワタスキ

アクセント
※文字をクリックして位置を指定
▼
ワ タ ス キ
☐ 助詞に音が高いまま繋がる

品詞
固有名詞:一般

優先度
低 高

☐ 続けて登録する

登録 キャンセル

notation

Enter the notation of the word to be registered in double-byte characters (maximum 40 characters).

reading

Enter the reading of the word to be registered in full-width kana as it is pronounced (maximum 40 characters).

For example, for "Tokyo", enter "To-okyo-o".

vowel voicelessness

For example, if you type "yes", you will get "yesu", with the "s" at the end clearly voiced, but if you type "yes", the vowel "u" will become voiceless and you will get "yesU", which is more natural.

Voiceless vowels are displayed in capital letters in the Phoneme Unit Adjustment screen of the Phoneme Graph.

The effect depends on the mora to which the " is given, and is not so effective for "A-dan", "E-dan", and "O-dan".

accent

Click to specify the position of the accent. The larger the letter, the higher the sound.

After entering the reading, press [Enter] or [Tab] key to specify it.

Accent Details

The position where the sound changes from high to low is indicated by the number of beats.

(As in haiku, both "a" and "ca" count as one beat.

The basic form is that the first beat is low and the second beat is high, and the position where the height continues is specified.

For example, "Yamanashi" is "low-high-low", so specify the accent on the second beat.

"Ichinose is a "low-high-high" word, so the accent should be placed on the third beat.

"There are also patterns where the first beat is high, such as "high-low-low" in "Ando (Ando).

The sound is connected to the particle in a high pitch.

This is specified when the sound is high on the second beat and does not change, and remains high for the following particles ("~ha", "~ga", etc.).

You can specify when the accent mark is on the last beat.

For example, "Tokyo" falls into this category, and "Tokyo wa (to-o-kyo-o ha)" becomes "low high high high high".

part of speech

Select the part of speech of the word you want to register.

degree of relative priority

If a symbol, for example, is registered but not applied, the priority is increased.

For example, if you register "April 1st (watanuki)" and "1st (tsuitachi)" takes precedence over it, "April 1st" will be read as "shigatsu tsuitachi".

On the other hand, if you register "1 day (Tsuitachi)" and "April 1st (Watanuki)" overrides it, "April 1st" will be read out as "Watanuki".

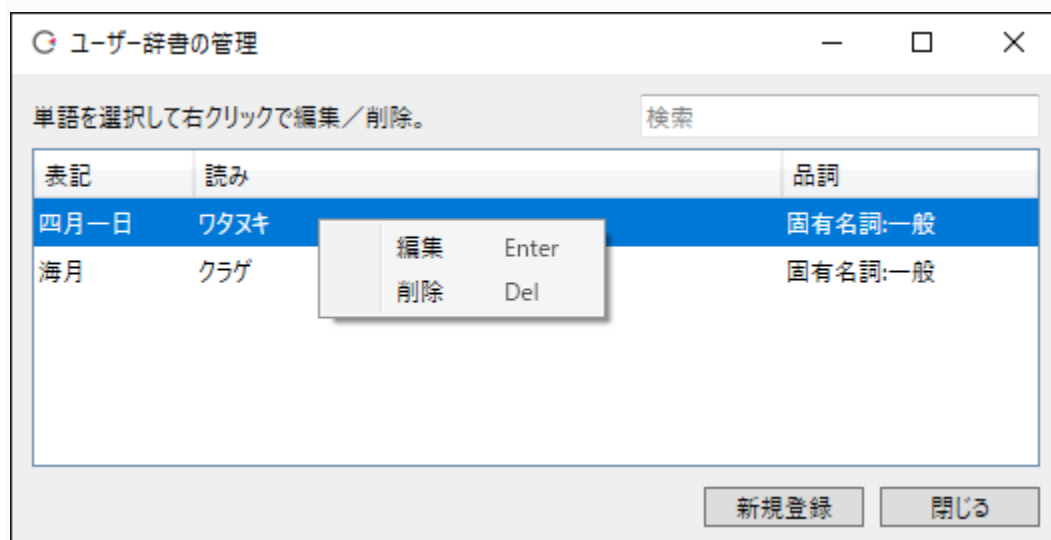
Continue to register.

When on, press the "Register" button to move to the next word registration. When it is off, the registration will be terminated.

Managing user dictionaries

You can edit or delete registered words from "Manage Dictionary" in the "Talk" menu.

Click on a column title (notation/reading/part of speech) to temporarily reorder it.



Edit and delete words

Double-click on a word to edit it.

From the right-click menu, you can edit or delete the selected word.

You can also use the [Delete] key to delete the selected word, and the [Enter] key to edit the selected word.

You can select multiple items by holding down the [Ctrl] or [Shift] key and left-clicking, or select all items by pressing [Ctrl+A], or delete them all at once.

Search for a word

You can narrow down the list of words that are partial matches to the notation or reading.

Entering multiple words separated by a space will result in an OR search. Wildcards ("*" and "?") can also be used. For example, you can enter "April 1" as "4*day" or "? month? For example, you can search for "April 1" using "4*day" or "?

If you want to transfer your registered user dictionary to another PC, please see the [FAQ](#).

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Word registration and pronunciation marks (English talk voice)

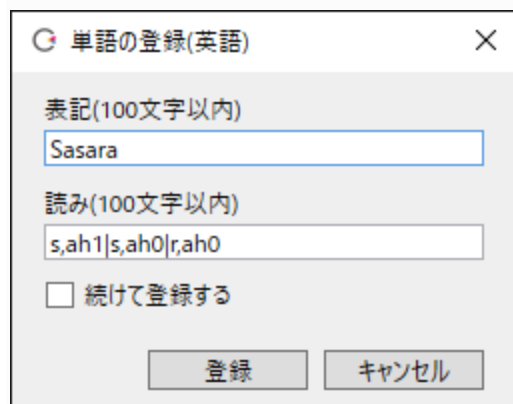
Difficult names of people and places that cannot normally be read out loud in Talk Track can be pronounced correctly by registering the words.

Registering words

Select "Register Words" from the "Talk" menu, the dialogue list, or by right-clicking while typing your lines.

(When multiple language voices are in use, the English talk voice is selected in the dialogue list.

If you are in a serif list, you can call up the selected line, and if you are entering a serif, the selected range will be reflected in the "Notation".



notation

Enter the notation of the word to be registered in half-width alphabetic characters (maximum 100 characters).

reading

Enter the pronunciation of the word to be registered (maximum 100 characters).

Syllables are separated by a vertical bar "|", and phonemes within a syllable are separated by a comma ",".

The vowel is followed by a number indicating the stress (accent) (0 if omitted).

0: No stress 1: Primary stress 2: Secondary stress

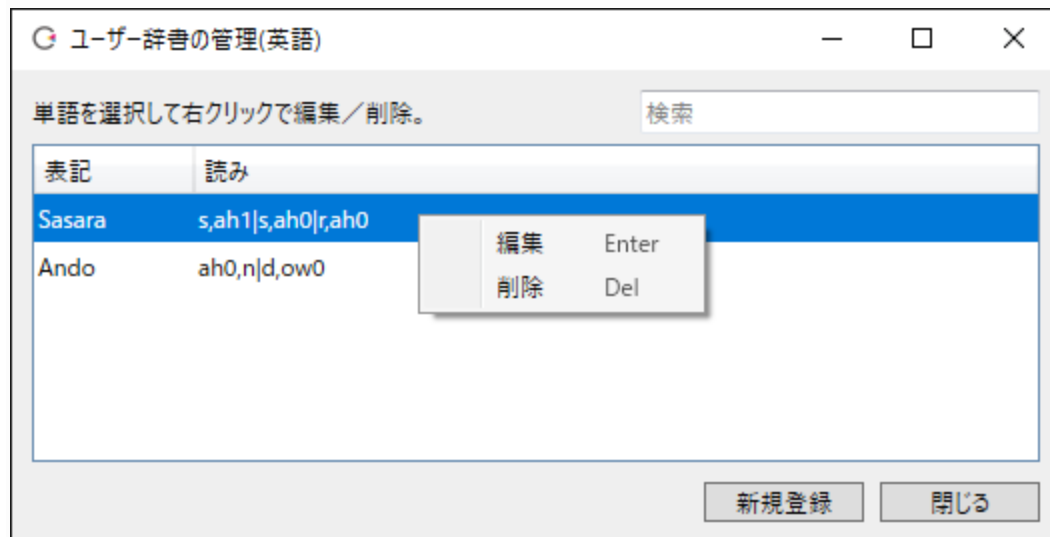
Continue to register.

When on, press the "Register" button to move to the next word registration. When it is off, the registration will be terminated.

Managing user dictionaries

You can edit or delete registered words by selecting "Manage Dictionary" from the "Talk" menu.

Clicking on a column title (notation/reading) will temporarily reorder it.



Edit and delete words

Double-click on a word to edit it.

From the right-click menu, you can edit or delete the selected word.

You can also use the [Delete] key to delete the selected word, and the [Enter] key to edit the selected word.

You can select multiple items by holding down the [Ctrl] or [Shift] key and left-clicking, or select all items by pressing [Ctrl+A], or delete them all at once.

Search for a word

You can narrow down the list of words that are partial matches to the notation or reading.

Entering multiple words separated by a space will result in an OR search. Wildcards ("*" and "?") can also be used. For example, you can search for "Sasara" using "Sa*" or "?a?ara".

If you want to transfer your registered user dictionary to another PC, please see the [FAQ](#).

List of phonetic symbols

The following pronunciation symbols can be used for word registration and [ruby input](#).

phonetic symbol	Remarks
aa	The IPA symbol ɑ, a
ae	IPA symbol æ
ax	The IPA symbol ə
axr	The IPA symbol ər
ah	IPA symbol ʌ
ao	The IPA symbols ɔ, o
aw	PA symbols ɔʊ, aʊ
ay	The IPA symbols aɪ, ai

b	The IPA symbol b
Ch.	The IPA symbol tʃ
d	The IPA symbol d
dh	IPA symbol ð ɸ
eh	IPA symbols e, ɛ, and ɜ
ey	The IPA symbols eɪ, ɛɪ, and ɜɪ.
f	The IPA symbol f
g	The IPA symbol g
hh	The IPA symbol h
ih	IPA symbol ɪ.
iy	The IPA symbol i
JH	The IPA symbol dʒ

K	The IPA symbol k
l	The IPA symbol l
m	The IPA symbol m
n	The IPA symbol n
ng	IPA symbol ŋ
ow	IPA symbol ɔʊ, oʊ
oy	The IPA symbols ɔɪ, oɪ
p	The IPA symbol p
r	The IPA symbol r
s	The IPA symbol s
sh	The IPA symbol ʃ
t	The IPA symbol t

th	The IPA symbol θ
Uh-huh.	IPA symbol ʊ
uw	The IPA symbol u
V	The IPA symbol v
W	The IPA symbol w
Y	The IPA symbol j
z	The IPA symbol z
zh	IPA symbol ʒ
tt	Flapping sound of t in IPA symbol (better, little, etc.)
dd	Flapping d in the IPA symbol (e.g. middle)

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Dialogue clips

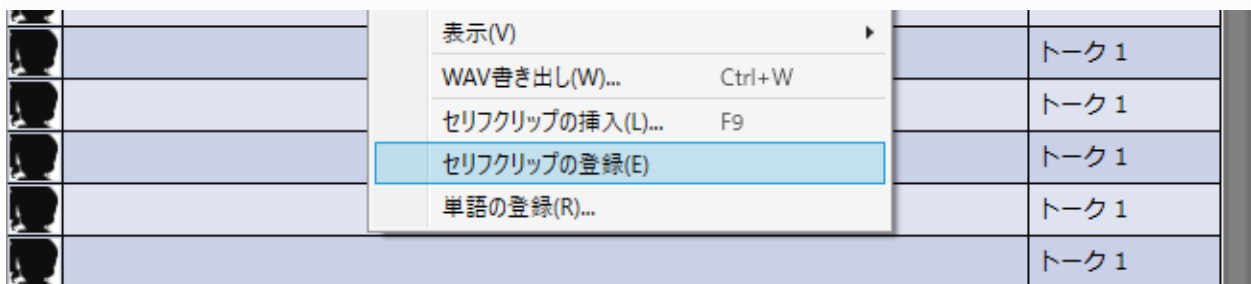
Registering dialogue clips

You can register your adjusted lines in a dialogue clip for easy reuse later.

In the right-click menu, click "Register Line Clip" to register the lines of the selected line.

Condition (loudness to intonation), emotion, and phonetic graph adjustments will be included in the registration.

You can register multiple different adjustments for the same line and use them differently, or overwrite the previous registration.



Relationship with word registration

The accent of the original word will change with the registration of the word, although it will be registered in the dialogue clip, including the phonetic graph adjustments.






This may change when the system dictionary is updated.

Inserting a dialogue clip

From the right-click menu, select "Insert Line Clip" to insert a line from the registered lines into the selected line.

While typing serifs, you can use the right-click menu "Insert Serif Clip" to insert a serif clip at the cursor (caret) position.

The condition and emotion of the line will be the value of the dialogue clip.

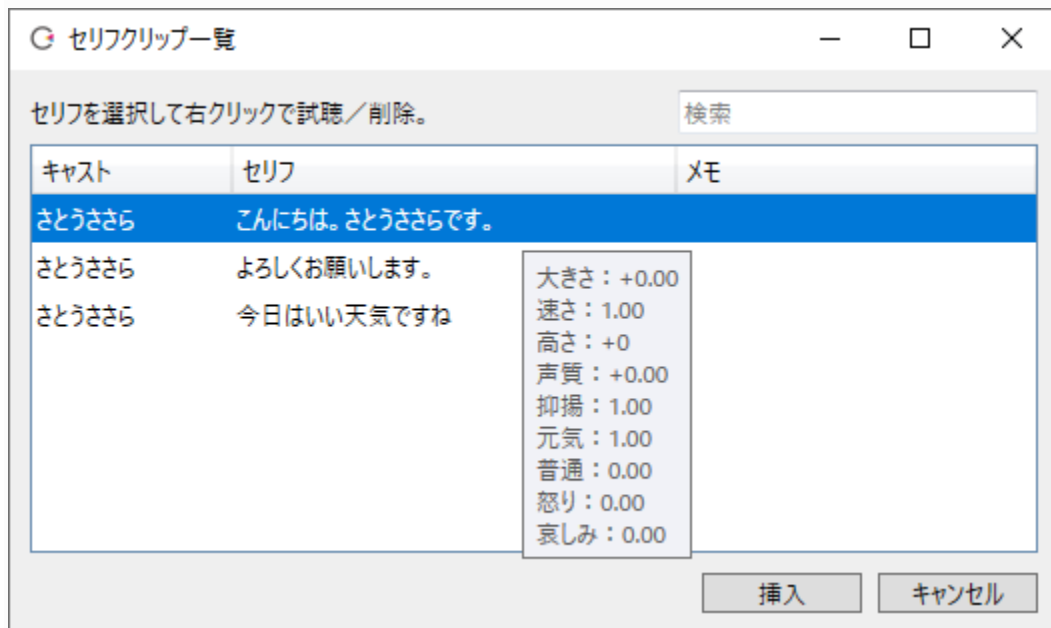
キャスト	セリフ	トラック
	こんにちは。さとうささらです。	トーク 1
	よろしくお願いします。	トーク 1
	今日はいい天気ですね。	トーク 1
		トーク 1
		トーク 1

List of dialogue clips

In the Serif Clip List, select a serif and click the "Insert" button to insert it.

The right-click menu allows you to listen to or delete selected lines.

Click on a column title (Cast/Serif/Memo) to temporarily reorder it.



Cast

A character who vocalizes lines.

words

Lines of dialogue. If you hover the mouse cursor over it, the condition and emotion values will be displayed.

Memo

A user notes section for the same lines, different adjustments, etc. You do not have to write anything.

Search for lines

You can narrow down the contents to show partial matches with lines or memos.

Entering multiple words separated by a space will result in an OR search. Wildcards ("*" and "?") can also be used.

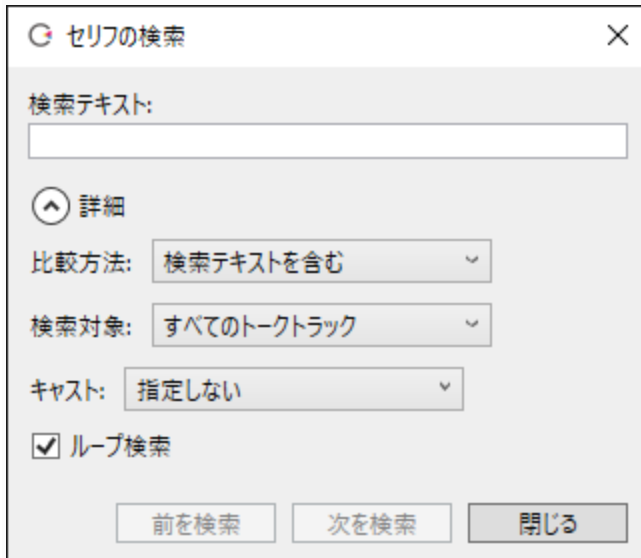
If you want to transfer the dialogue clips to another computer, please see the [FAQ](#).

Search for Text

Even if you have a lot of lines of dialog, you can quickly display the desired dialog from keywords.

You can use "Search" from the "Talk" menu, "Search" from the right-click menu of the dialogue list, or the shortcut key [Ctrl+F] to bring up the search window.

Use the [F3] key to "Find Next" with the previous search text and detailed conditions.



セリフの検索

検索テキスト:

検索テキストを入力するフィールド

詳細

比較方法: 検索テキストを含む

検索対象: すべてのトークトラック

キャスト: 指定しない

☒ ループ検索

前を検索 次を検索 閉じる

search text

Enter the keywords to search for.

Details

Comparison method

The default is to search for serifs that contain the search text. You can also search only for lines that exactly match the search text.

search target

You can choose to search all talk tracks or only the currently selected track.

All talk tracks will be the default search targets when "Lines from another track" in the dialog list is on, and selected tracks when it is off.

Cast

By default, all casts will be searched. It is also possible to search only for specified casts.

Loop Search

When the search reaches the end (beginning), you can choose to go back to the beginning (end) and continue the search.

Search Previous, Search Next

The "Find Previous" option will search upward from the selected line.

"Find Next" will search downward from the selected line (default).

Importing lines

If you want to edit a large number of lines at once, you can create a text file with the lines in advance and import it.

Select the talk track you want to import, then choose "File" -> "Import" -> "Import dialog text" from the menu, and specify the file.

About file formats

In addition to the CSV format that can be created with spreadsheet software, it also supports text files with only serifs or flexible descriptions such as "cast name, serif, serif, cast name, serif".

The separator can be a line feed, tab, or half-width comma (,).

For the cast name, enter a name that can be set as a cast, such as "Sato Sasara".

If the content surrounded by delimiters matches the cast name, it will be read as the cast setting; otherwise, it will be read as a line.

If a sentence exceeds 200 characters, it will be split automatically, and up to 1000 lines can be read.

Please save the file with the extension ".txt" or ".csv".

CSVデータ例

アプリケーションイメージ

	A	B	C
1	さとうささら	こんにちは	
2	さとうささら	さようなら	
3	さとうささら	おはよう	
4	さとうささら	おやすみ	
5			

テキストエディタイメージ

```
さとうささら,こんにちは  
さとうささら,さようなら  
さとうささら,おはよう  
さとうささら,おやすみ
```

If you import the above example, the lines will be registered in the order of "Hello", "Goodbye", "Good morning", and "Good night".

About Character Codes

Excel saves files in "Shift-JIS" by default, and Google Spreadsheet saves files in "UTF-8".

Notepad defaults to UTF-8 for Windows 10 version 1903 and later, ANSI (Shift JIS) for earlier versions, and you can also change it from "Character encoding" when saving.

Conditions and Emotions

Parameters such as emotion, size, and speed of the selected line will be applied to the imported lines.

You can set up knobs and presets in advance and then import them for easy batch setting.

After importing, you can also select a preset while holding down the [Alt] key to batch set it to the cast of that track.

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Creating a song for the first time

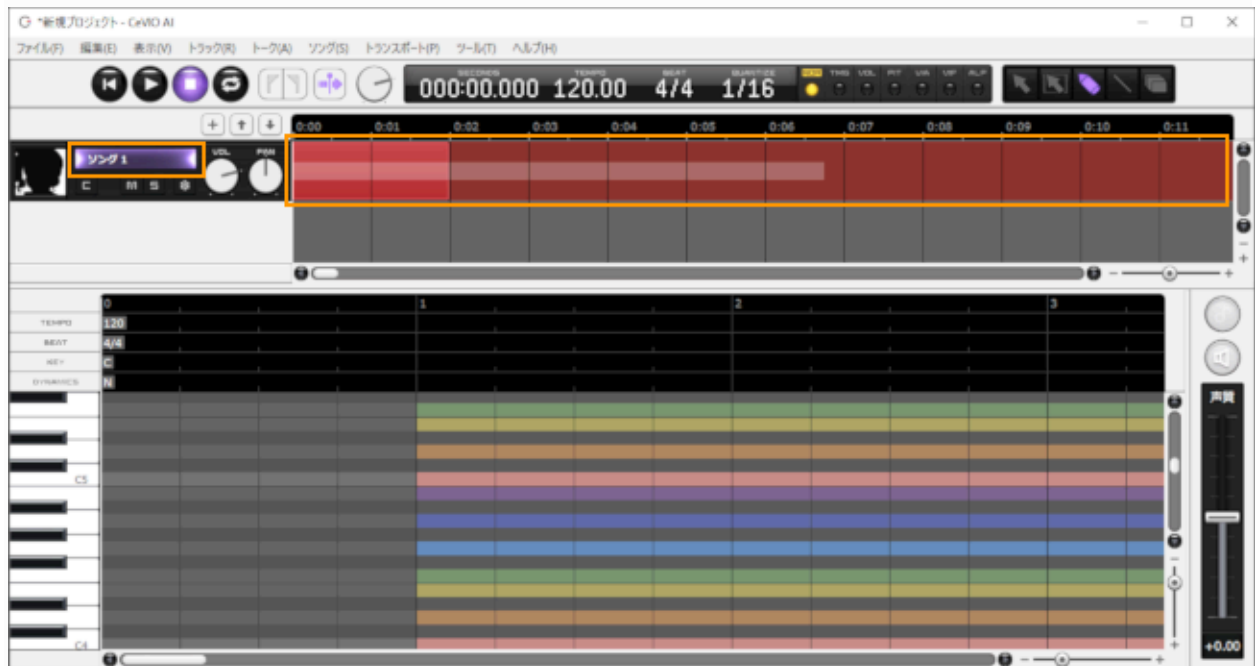
You can create a natural singing voice by placing notes to create a melody and entering lyrics.

With intuitive piano roll editing, you can also create multiple song tracks for chorus.

Launch the application.

When you launch the application, you will see a track at the top of the screen.

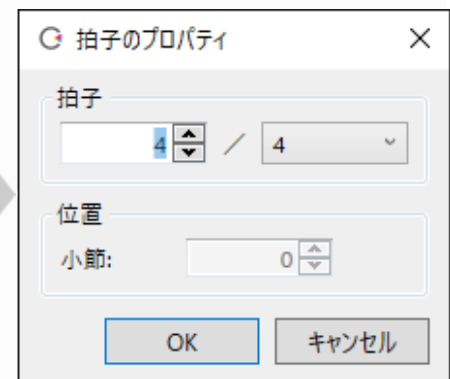
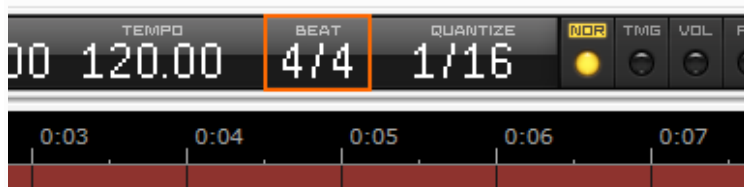
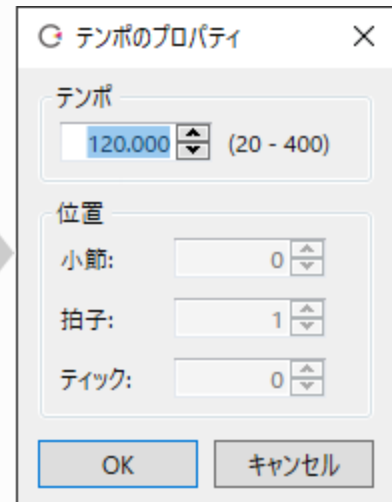
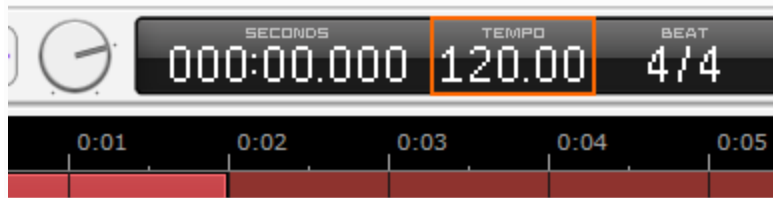
If you have more than one track, click on the track name (or timeline) labeled "Song 1," and a piano roll will appear at the bottom of the screen.



Set the tempo and time signature.

Click on the tempo or time signature in the Info Panel to open the settings window.

If you want to change the tempo or time signature in the middle of a song, use the piano roll ruler.

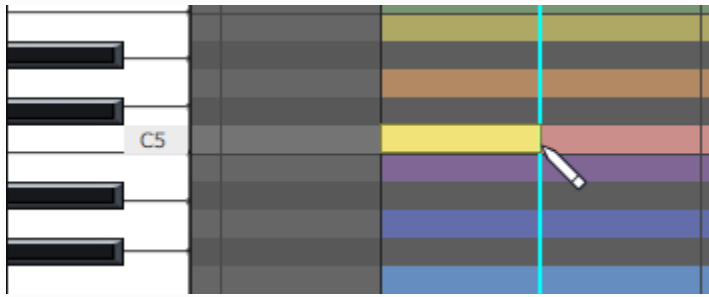


3. enter notes

When entering notes, select the Pen tool from the editing tools.



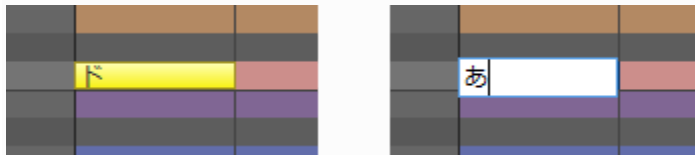
On the piano roll, drag (hold down the left mouse button) to the right from where you want to place the note to determine the length of the note.



4. enter lyrics

When the notes are placed, "do re mi fa sola do" is initially assigned to the lyrics.

Double-click on a note to enter the lyrics.



5. Playback

Press the transport's Play button to start playback from the position of the position cursor.

Play to the end of all tracks, or press the stop button to stop playback.



6. Output audio files

In the menu, click "File" -> "Export" -> "Export Mixdown to WAV" to output a file with all tracks combined.

You can also use "Song WAV Export" to output only the selected track in mono.

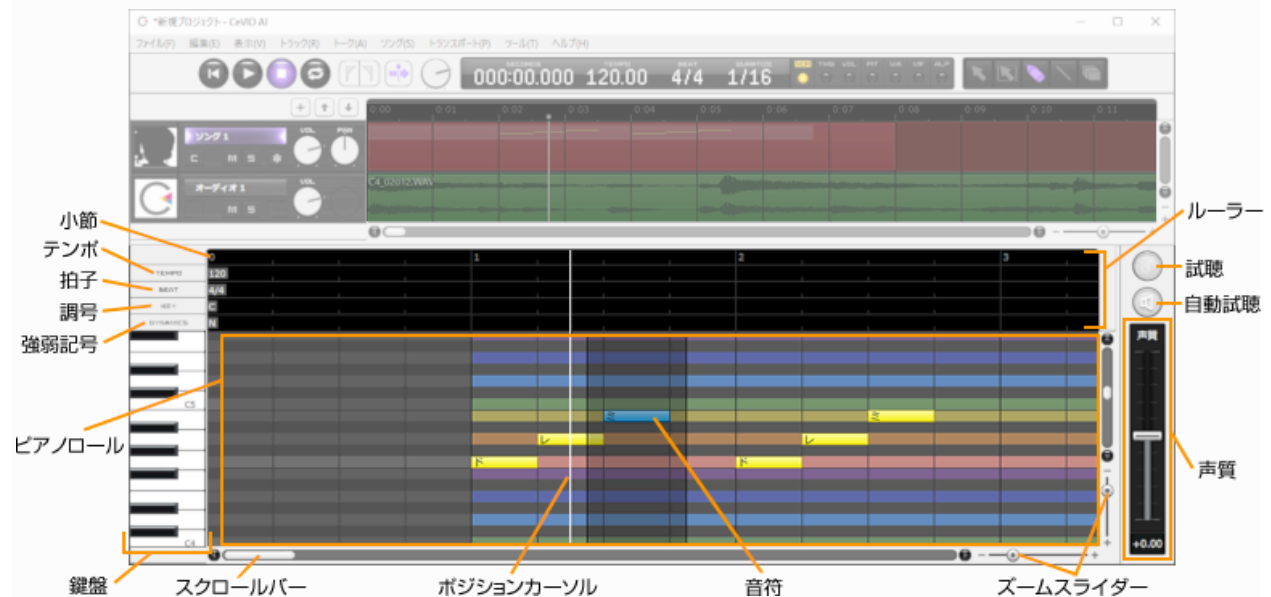


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Song track description

Place the notes on the piano roll, enter the lyrics, and make minor adjustments on the adjustment screen.

You can increase the number of tracks to 32 by selecting "Add Song Track" from the "Tracks" menu or by right-clicking on a track.



Position Cursor

Click on the ruler to move it to the position where you want to start playback.

In piano rolls, quantize is usually used to correct the position, but holding down the [Alt] key while clicking will not correct it.

Ruler (Scaling)

In the measure line, you can drag the mouse horizontally (hold down the left mouse button) for simple scrolling, or vertically for simple zooming.

You can add, edit, or delete tempo, etc. in the middle of a song in the Tempo, Time, Key signature, and Intensity lines.

By default, the strength/weakness symbol line is hidden, but you can display it from the ruler header or the right-click menu of the piano roll.

Play Selected Notes

Play a simple section around the selected note. In the adjustment screen, the selected range will be played back in sections.

You can also use the shortcut key "Shift+Space" to listen.

Automatic Play

Toggles whether or not notes are automatically auditioned after they are entered or moved.

You can also specify the length of the margin before and after the notes when listening to the song by selecting "Listening Margin" in the "Song Settings" option.

Piano Roll

You can vocalize the clicked scale with the cast of the current track.

Scroll Bar

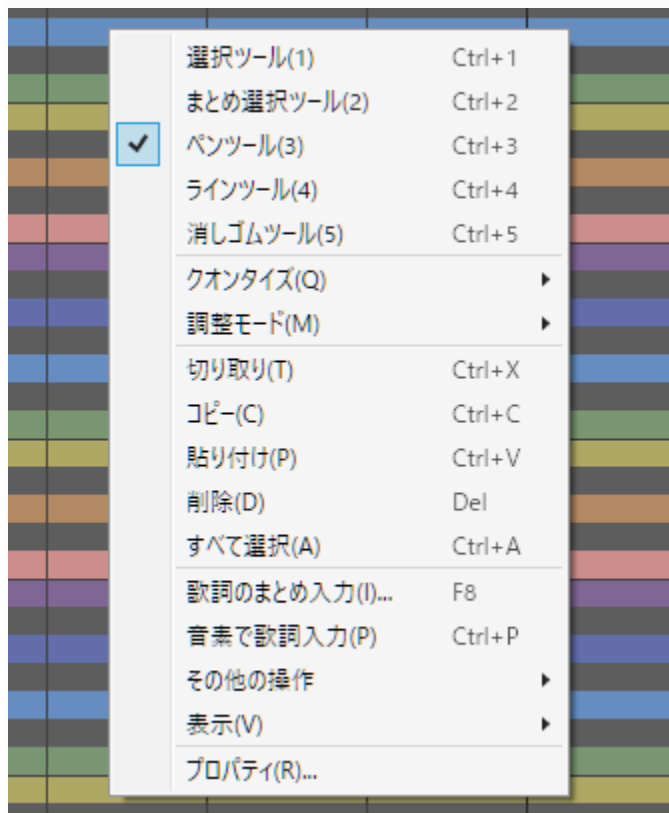
When the scroll bar is at the right end, you can use the right scroll button or [Ctrl+mouse wheel down] to add a measure.

Zoom slider

By dragging, you can change the scaling rate of the piano roll.

Right-Click Menu

Right-click (or press and hold for touch panels) on the piano roll to display the menu.



Selection tool / Summary selection tool / Pen tool / Line tool / Eraser tool

Switch editing tools.

[Editing Tools](#)

Quantise

Change the quantization.

[What is quantization?](#)

Adjustment mode

Switch between the score editing mode for entering notes and lyrics, and the timing, pitch, and vibrato adjustment modes.

You can also prevent vibrato from being applied to the currently selected song track.

Cut

Cuts off the selected notes.

Copy

Copies the currently selected note.

paste

Paste the copied (cut) note at the position of the position cursor.

deletion

Deletes the currently selected note.

Select all

Select all notes on the piano roll.

Summary input of lyrics

Enter the lyrics from the currently selected note (or the beginning if there is none) at once.

Enter lyrics using phonemes

Enter lyrics in phonetic symbols (diacritics).

When checked, it will enter phoneme input mode and the background of the lyric input field will change to blue-gray.

Other operations

Inserting a measure

Inserts measures at the specified position and length for the currently selected track or all song tracks.

You can also add the endings by using the right scroll button on the scroll bar at the right end of the piano roll, or by pressing Shift+under the mouse wheel.

Delete a measure

Deletes measures at the specified position and length from the currently selected track or all song tracks.

Removal of fine white space

Removes small gaps (rests) caused by MIDI importing, etc.

Display

Show notes on different tracks

Displays notes other than the currently selected track in the score editing screen.

(The notes of the muted track will not be displayed.)

Tempo line, time signature line, key signature line, strength/weakness symbol line

You can change the visibility of each line of the ruler.

Also displayed on the beat line/quantize line/adjustment screen

You can show or hide the piano roll beat and quantize lines.

If "Show in adjustment window" is checked, the guide line will also be shown in the adjustment window.

guide cursor

You can show/hide the quantize position of the mouse cursor.

This is displayed when you use the pen tool, line tool, or group selection tool in the score editing screen.

Property

You can view the details of the notes and set breath and slur.

With multiple notes selected, you can also change them all at once.

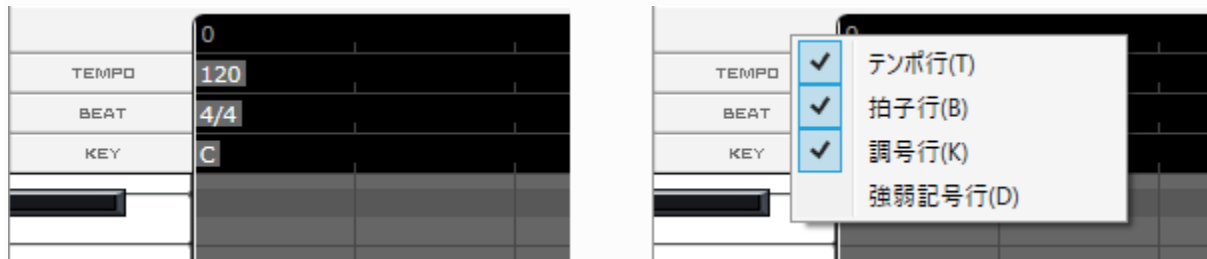
Tempo, time signature, key signature, strength/weakness symbol

In the piano roll ruler, you can change, add, or delete the tempo, time signature, key signature, and strength/weakness symbol.

In a new project, there is one setting for each at the top.

From the right-click menu of the ruler header, you can toggle between showing and hiding each of them.

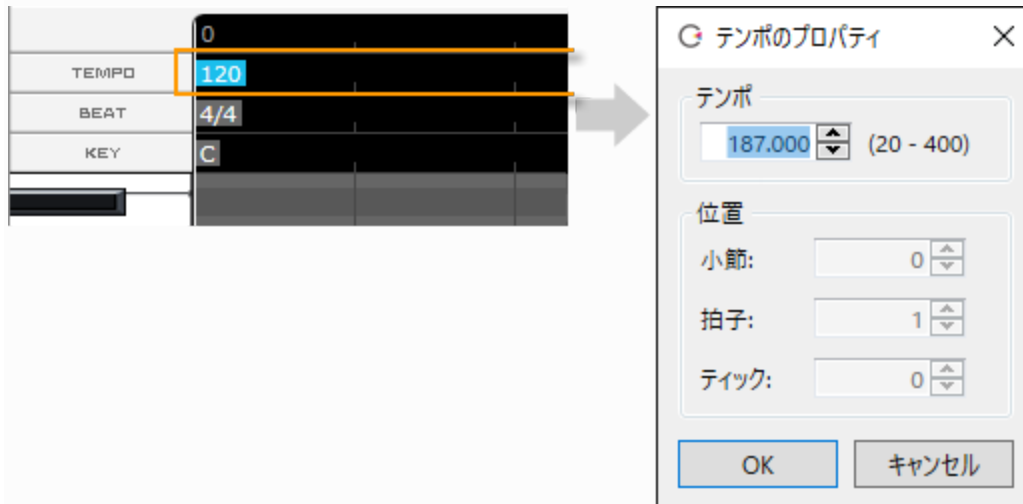
By default, the strength/weakness symbol line is hidden, but if checked, it will be displayed.



Setting the tempo

You can change the tempo by selecting the Select tool or Pen tool from the Edit tool and double-clicking the tempo.

If you want to change the tempo in the middle of a song, select the Pen tool and double-click on the tempo line where you want to change the tempo to place the new tempo.



All but the first tempo can be moved by dragging it left or right (holding down the left mouse button), or by specifying the position directly in the tempo properties. The position of the tempo will be corrected by quantization.

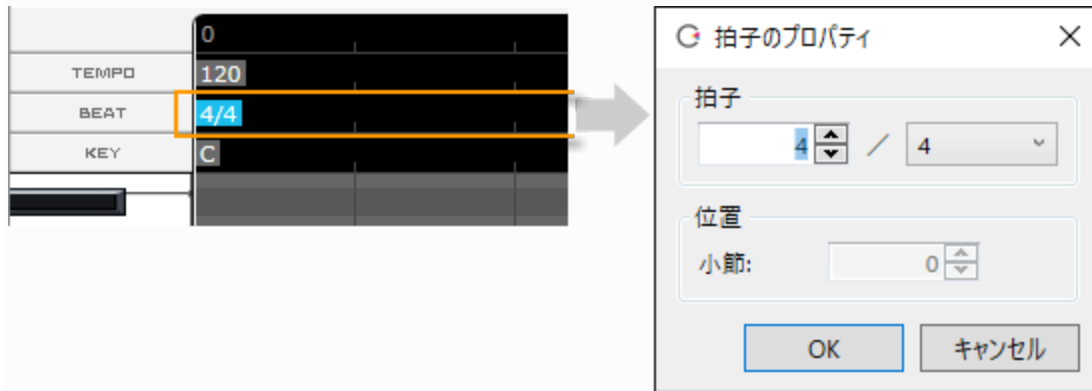
When you click on the tempo in the Info Panel, the tempo immediately before the position cursor will be changed.

The tempo setting is the same for all song tracks.

Setting the time signature

Select the Selection tool or Pen tool from the Edit tool, and double-click on the beat to change the beat.

If you want to change the time signature in the middle of a song, select the Pen tool and double-click the time signature line at the position where you want to change the time signature to place a new time signature.



Except for the first beat, you can drag it left or right, or you can move it by specifying the measure directly in the beat properties.

When you click on a beat in the info panel, the beat immediately before the position cursor will be changed.

The time signature setting is the same for all song tracks.

Change tempo and time signature

Editing the tempo or time signature will affect all song tracks.

If the parameters have already been adjusted, they will also be converted automatically.

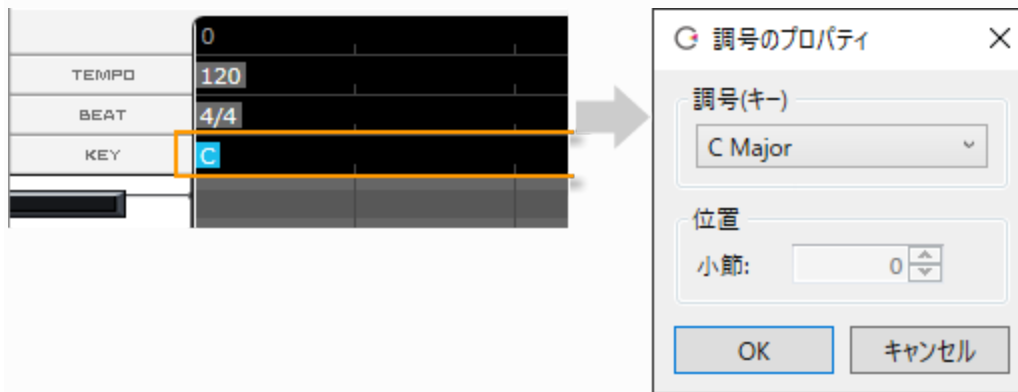
Note that if you change the tempo from 120 to 180, for example, you will lose 1/3 of the data per hour, so even if you change the tempo to 120 again, you will not be able to completely return to the original state (although the data will be stretched).

In that case, you can use undo to completely restore the original state.

Setting the key signature (key)

Select the Select tool or the Pen tool from the Edit tool, and double-click on a tone number to change the tone number.

If you want to change the key signature in the middle of a song, select the Pen tool and double-click the key signature line at the position where you want to change the key signature to place the new key signature.



Except for the first key signature, you can also drag it left or right, or move it by specifying the measure directly in the key signature properties.

The key signature can be set for each song track.

Setting the strength and weakness symbols

You can set a strength/weakness symbol to naturally strengthen or weaken your voice after that point.

The order of [mf]→[f]→[ff] is stronger, [mp]→[p]→[pp] is weaker, and [N] is normal.

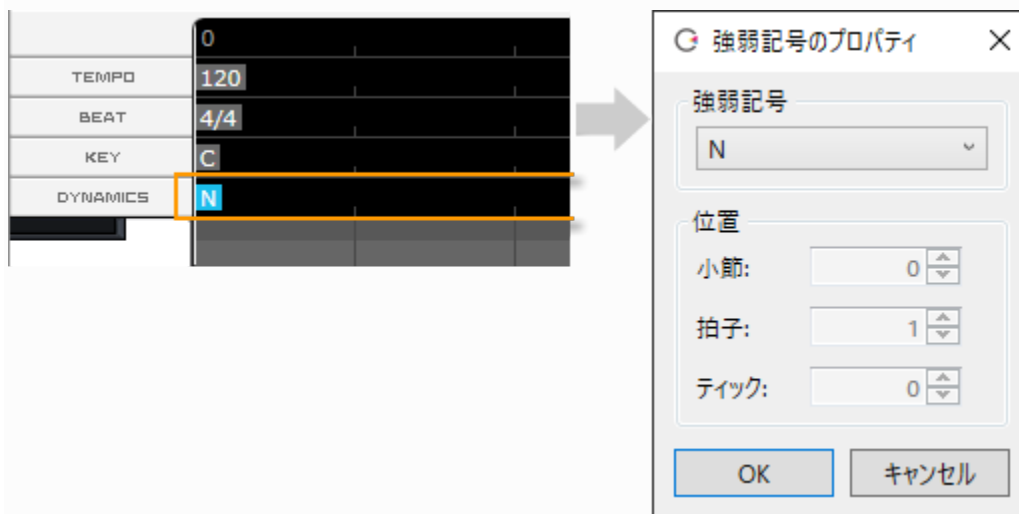
The effect will continue from the specified position to the next intensity symbol, and the volume will change.

ONE is effective with Song Voice 1.2.0, Color Voice Series is effective with each Song Voice 1.1.0.

The strength and weakness symbols are hidden by default, but can be shown from the ruler header or the piano roll right-click menu.

Select the Selection tool or the Pen tool from the Edit tool, and double-click on the Strength or Weakness symbol to change it.

If you want to change the duress symbol in the middle of a song, select the Pen tool, and double-click on the duress symbol line where you want to change the duress.



Except for the first duress symbol, you can also move it by dragging it left or right, or by specifying its position directly in the properties of the duress symbol. The position of the weak and strong symbols will be corrected by quantization.

You can set the intensity symbol for each song track.

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Entering and editing music notes

With the Adjustment Tool set to "Edit Score," you can enter and edit notes.

Entering musical notes

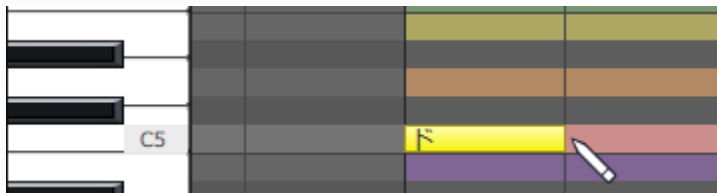
To enter notes, select the Pen tool from the editing tools.

On the piano roll, drag left or right (hold down the left mouse button) from where you want to place the note to determine the length of the note.

If you enter, move, or paste a note, and it overlaps another note on the same track, the length of the other note will automatically be shortened. (Optionally, you can choose not to erase existing notes as you enter them.

Click on a key to see the vocalization of that scale in the current cast.

You cannot enter notes in the first measure (measure 0).



Tips for entering notes

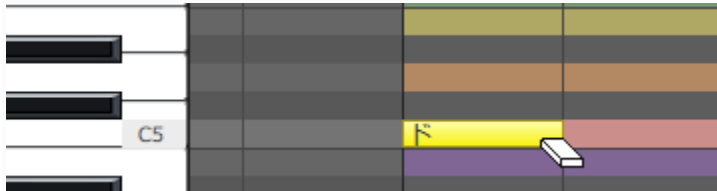
It is not recommended to leave a small space between notes in order to express a prompt (such as "'"), or to express the timing of a vocalization with a detailed note position such as 1/32.

Prompting sounds should be included in the lyrics, and vocalizations should be adjusted in the timing adjustment screen for a better singing voice.

Deleting notes

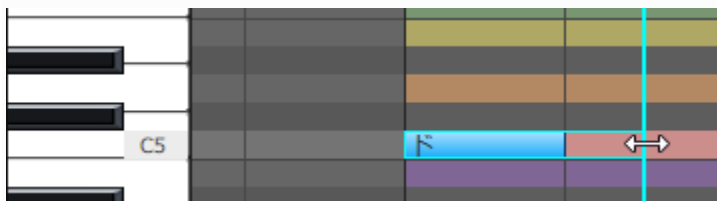
Select the Eraser tool from the Edit tool, and click on the note you want to delete.

You can also delete notes by selecting them and then pressing the [Delete] key while selecting anything other than the Eraser tool.



Adjusting the note length

Select the Select tool or the Pen tool from the Edit tool, and drag the right or left edge of the note to change the note length.



Moving notes

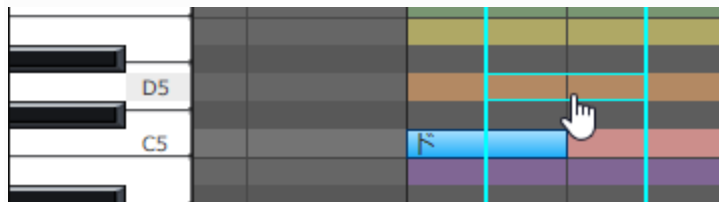
Select the Select tool or the Pen tool in the Edit tool, and drag the note to move it.

If you hold down the [Shift] key while dragging, you can move the image in one direction, either horizontally or vertically.

If you select multiple notes in advance, you can move them all at once.

You can also duplicate the selected notes by holding down the [Alt] key while moving.

It is not possible to move notes to measure 0.



Movement, including adjustments

If you select a note and then move the note up or down with the cursor keys, the pitch adjustment value will automatically follow.

You can move notes and adjustment values within a range together by specifying the range with the [Summary Selection tool](#) and dragging it.

Copying and pasting notes

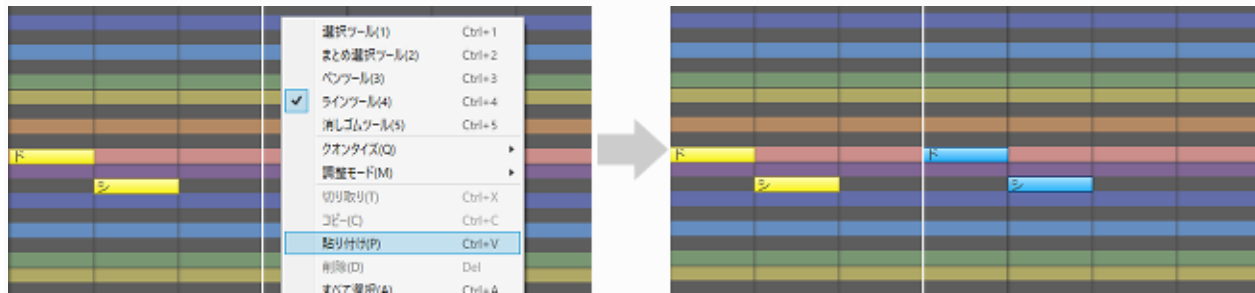
Select the Selection tool or the Pen tool from the Edit tool, and click on the note you want to copy.

You can select multiple notes by holding down the right [Ctrl] or [Shift] key and clicking on a note.

You can also select a range by dragging on the piano roll while the selection tool is selected.

With the notes selected, select "Copy" from the right-click menu.

Then select "Paste" from the right-click menu to paste the note at the position of the position cursor.



Copy and paste, including adjustment values

By using the [Summary Selection Tool to](#) specify a range and copy it, you can copy all the notes, adjustments, tempo, and durations in the range. You can then specify the position with the position cursor and paste to easily reproduce the original notes and adjustments.

Input lyrics (in Japanese)

The lyrics of the notes are initially assigned a "do-re-mi-fa-sorashi" according to the musical scale.

(You can also set the default lyric to "Ra" or something similar in the "Default Lyrics" section of the "Song Settings" option.

It is possible to input lyrics for each note, as well as for a group of notes.

Entering lyrics

When the adjustment tool is "Edit Score", double-clicking a note will enter the input state.

The [F2] key can also be used to enter the selected note. Once you have entered the lyrics, press [Enter] to confirm.

Also, if you press the [Tab] key instead of the [Enter] key after entering the lyrics, you can continue to enter the lyrics for the next note.

You can enter double-byte hiragana and double-byte katakana characters, and you can even enter multiple characters for a single note.

The characters that cannot be spoken will be displayed in red.

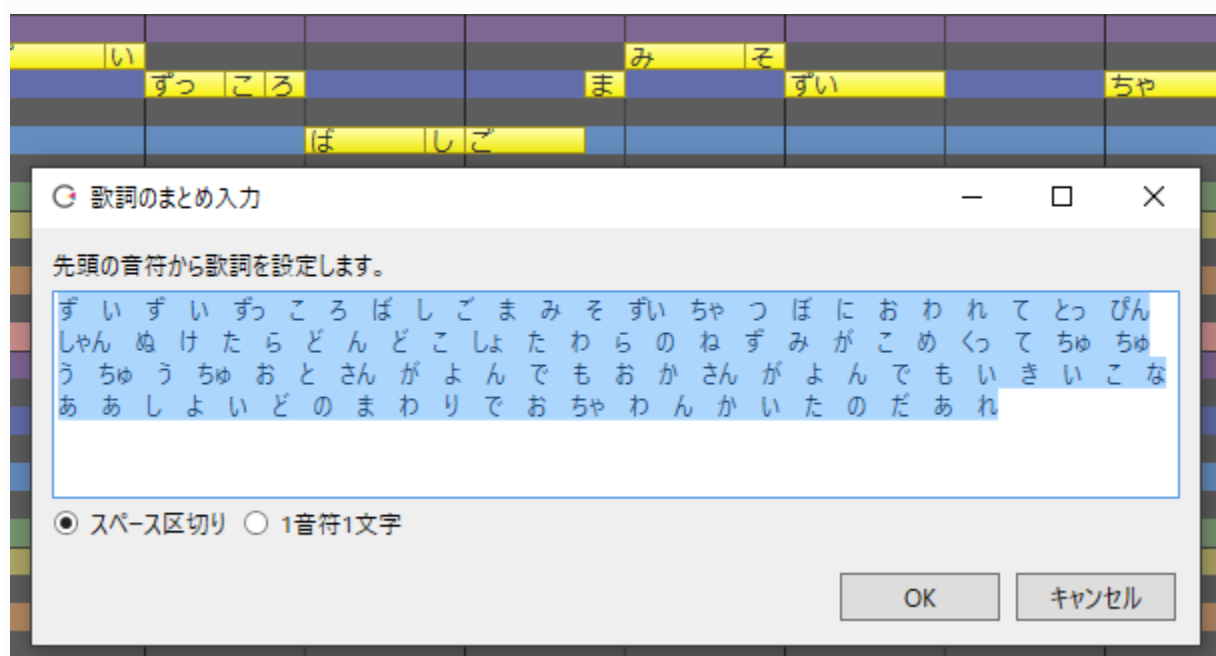


Summary input of lyrics

You can call it up from the "Song" menu, the right-click menu of the piano roll, or the shortcut key [F8].

"Space Separator" allows you to assign multiple characters to a single note by separating them with a space (blank).

The "one note, one character" option assigns one character per note, but if a lowercase letter (such as "sha") follows, two characters are assigned (in mora units).



Vowel dropout symbol

If you include a "'" (full-width apostrophe) in the lyrics, the vowel in the preceding mora (kana) will drop out and you will only hear the consonant.

For example, if you type "yes" in the lyrics, the final "yesu" will be clearly voiced, but if you type "yes'", the vowel "u" will be dropped and the voice will sound more natural as "yes".

"However, the actual vocalization depends on the mora to which the "'" is assigned, and there is no effect even if it is specified for "a-line".



falseto symbol

By including a "※" in the lyrics, you can specify a falsetto for the vocalization of that note.

However, depending on the cast and how low the sound is, it may not be falsetto.

"Yukari Yukari Rei" is relatively effective, but "Kiritan Tohoku" is not.

(Some voicebanks do not have falsetto samples. KAFU does not but it still changes the vocal in different ways.)

Input by phonetic symbols

In phoneme input mode, you can specify vocalizations in phoneme units.

While inputting lyrics, you can switch to phonetic input mode by right-clicking on the menu [Input lyrics by phoneme] or using the shortcut key [Ctrl+P].

While in phoneme input mode, the background of the input field will turn blue-gray and will continue to do so for subsequent input.

(You can also switch from the "Song" menu or the "Enter Lyrics by Phoneme" right-click menu in the piano roll.



While in Phoneme Input mode, the "Phoneme Palette" appears, and you can enter phonetic symbols by clicking on a letter or the palette, and confirm your entry by pressing [Enter] or closing the Phoneme Palette.

The phoneme separator is a single space or comma ",". If the syllable is ambiguous, the syllable can be specified with a vertical bar "|" (e.g., "y,e,s|a,i").

If a character is not in the phoneme palette, a lyric error (in red) will occur and the note will not be voiced. "※" is not included in the phoneme palette.

Note Properties

Displays detailed information about the notes.

If multiple notes are currently selected, the common contents will be displayed, and you can change the contents at once, or change the values relative to each other using +/-.

音符のプロパティ

音

高さ: C4

長さ: 960

歌詞: ド

音素: d,o

位置

小節: 2

拍子: 1

ティック: 0

属性

☐ プレス

☐ スラー開始 ☐ スラー終了

OK キャンセル

Sound

Pitch

The height of the sound will be displayed.

If you type +12, you can raise all selected notes an octave.

Duration

The length of the note will be displayed; a quarter note is 960 ticks long.

Lyrics

These are lyrics assigned to musical notes.

Phoneme

This is the phoneme of the lyrics. The phoneme you enter will take precedence over the lyrics.

Position

measure

The measure in which the note is located will be displayed.

beat (music)

The beat where the note is located will be displayed.

tick (esp. in share trading)

The tick where the note is located will be displayed.

Attribute

Breath

Take a breath after each note.

Slur start/slur end

Sing the slur smoothly from start to finish.

You can also select multiple notes in the score editor and press [Ctrl+R] to set the slur range.

Slur Tips

If you set a slur, the **volume** will be smoother when the same lyric (or long note) follows the vowel of the previous note.

If you want to sing more smoothly, use the adjustment screen to smoothly connect the pitch and volume lines.

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Adjusting the singing voice (1) (Editing tool)

You can switch between editing modes from the Edit tool in the toolbar or from the right-click menu of the piano roll.

Press the [Ctrl] key to temporarily change the editing tool.

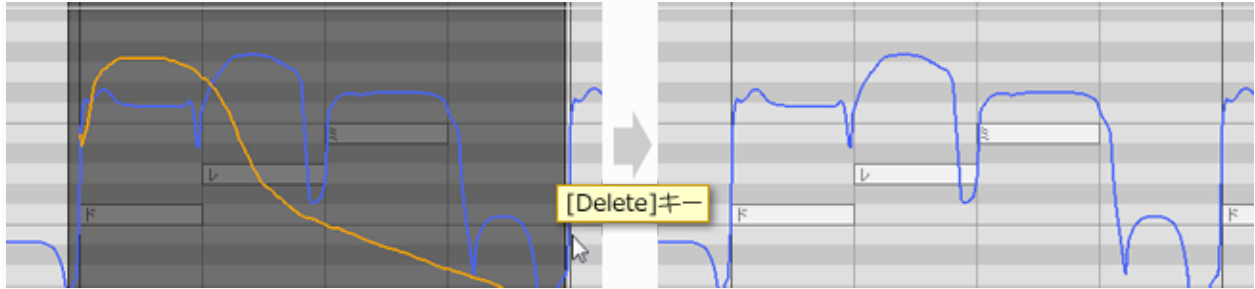


Selection Tools

Drag (hold down the left mouse button and move) to specify the area to be copied or deleted.

After specifying the range, press [Ctrl+C] key to copy the adjustment values within the range of that adjustment screen. The copied contents can be pasted to the location of the position cursor by pressing [Ctrl+V].

After specifying the range, press the [Delete] key to delete the adjusted values in the range and return them to the original values.



Copy and paste timing

When you copy the timing, it will also remember how many of the five lines of the phoneme you have.

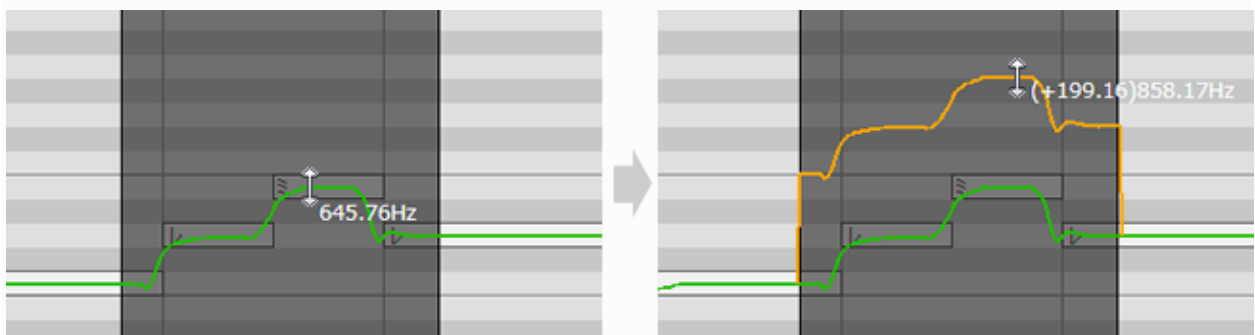
For example, if you copy and paste the third line, it will be reflected in the third line after the position cursor.

If you hold down the [Alt] key while dragging, the range will not be corrected for quantization, making it easier to specify a fine range.

Move the adjustment value up or down

In the adjustment screen other than timing, dragging a value up or down after specifying a range will move the value within the range up or down as it is. This is useful when you want to strengthen or weaken the vibrato of a certain range as a whole.

If you hold down the [Alt] key while dragging, you can specify a range without quantization.

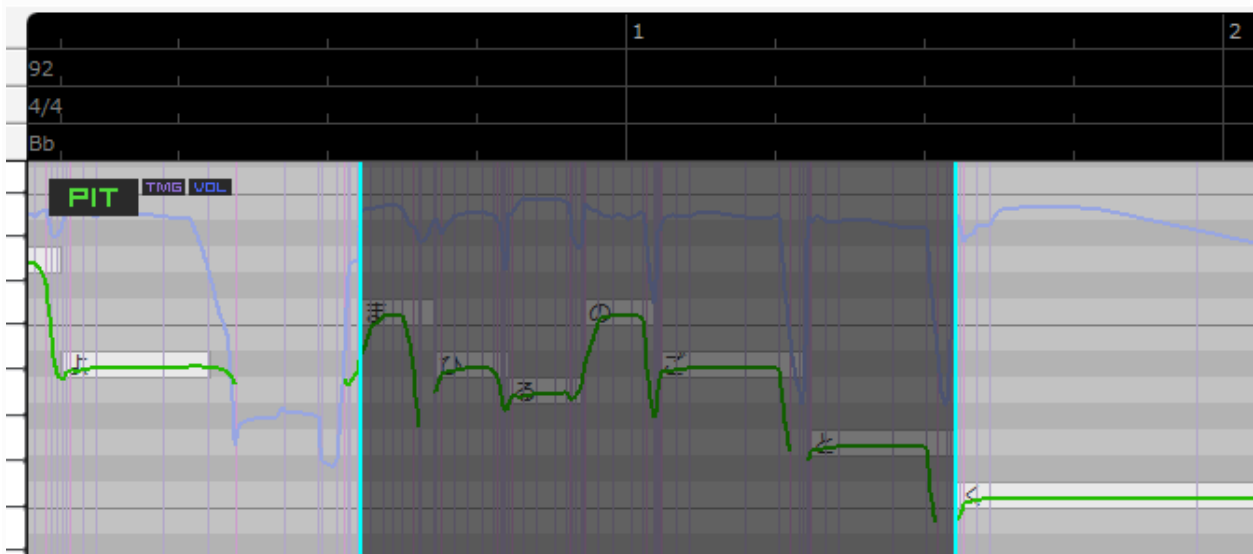


Sheet music editing screen

After selecting a note (either with the Select tool or the Select All tool), drag or move the note up or down with the cursor keys, and the pitch adjustment value will automatically follow.

Summary Selection Tool

By dragging and copying a range, you can copy all the notes and adjustments within the range, as well as the tempo and durational markings. You can then use the position cursor to specify the position and paste it to easily reproduce the original notes and adjustments.



Paste by Measure

If you select a group of measures, place the position cursor at the beginning of the measure, and paste it, it will be "pasted by measure," and in addition to the tempo and dynamics, the time signature and key signature will be pasted. If the time signature of the pasted measure is different, the measure will expand and contract.

For example, if you copy a measure in 4/4 time and paste it into a measure in 3/4 time, it will be corrected to be one beat longer.

If you are not copying by measure, or if the position cursor is not at the beginning of a measure, the time signature and key signature will not be pasted, and the measure will not be stretched or compressed.

Changes in tempo and time signature

The tempo and time signature are the same for all song tracks, so if the tempo or time signature is changed by deleting, cutting, or pasting after selecting a summary, all song tracks in the project will be affected.

Sheet music editing screen

In the score editing screen, you can move notes and adjustment values together by dragging the notes after selecting the summary.

If you hold down the [Shift] key while dragging a note, you can move it either horizontally or vertically.

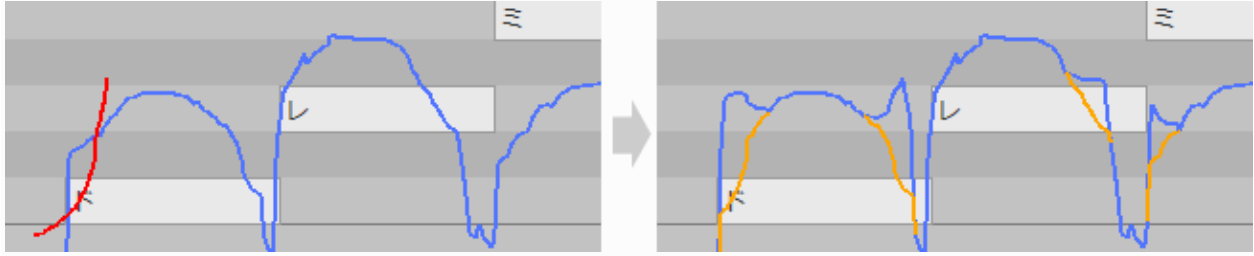
pen tool

Adjust the value by dragging. The adjusted value will be displayed in orange.

In the overlay display and connection adjustment, only the valid values (adjusted values for the adjusted parts) will be displayed.

Connection adjustment mode

While adjusting pitch, volume, or vibrato, you can hold down the "Alt" key and drag to draw a line that neatly connects to the original value.



If you hold down the [Alt] key while dragging, a red line will be drawn, and when you release the [Alt] key, the adjustment value will be reflected from the connection point of the red line to the connection point of the original line.

When the [Alt] key is pressed, the display shows a single line reflecting the adjusted value, so you can easily check the valid value.

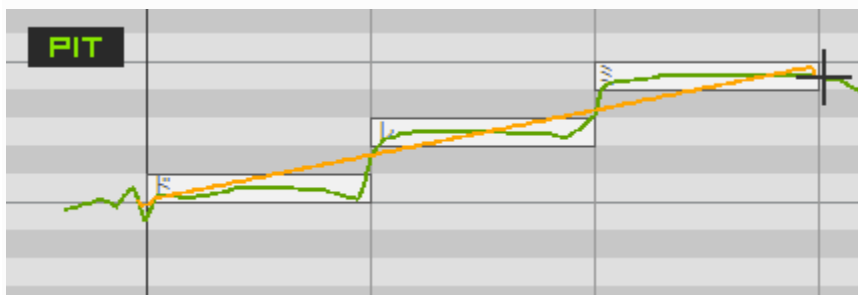
If you release the "Alt" key without dragging, the focus will shift to the menu, but you can check it again by pressing and holding the "Alt" key.

Line Tools

Adjust the value linearly by dragging. The adjusted value will be displayed in orange.

Hold down the [Shift] key while dragging to draw a horizontal line.

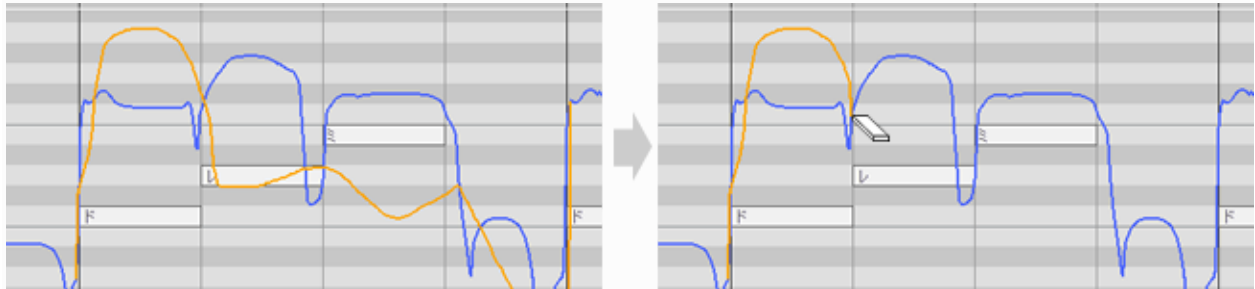
Note that you cannot draw lines in the timing adjustment screen, so it works the same as the Pen tool.



Eraser Tool

Deletes the adjusted value by dragging and returns it to the original value.

In the Pitch and Vibrato amplitude/period adjustment screen, you can also hold down the [Shift] key and drag to delete (deactivate) the original value.



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Adjusting the singing voice (2) (Adjustment screen)

In the adjustment screen, you can fine-tune parameters (values) such as vocal timing, volume, and pitch of the singing voice.



Overlapping display of adjustment values

Select an adjustment item with the Adjustment Tool round button on the toolbar to open the adjustment window.

Clicking on a text part, such as "TMG", will overlay the item while other items are being adjusted.

If you switch to an adjustment item that is being displayed in the overlay mode, the overlay mode will be maintained.



numeric display

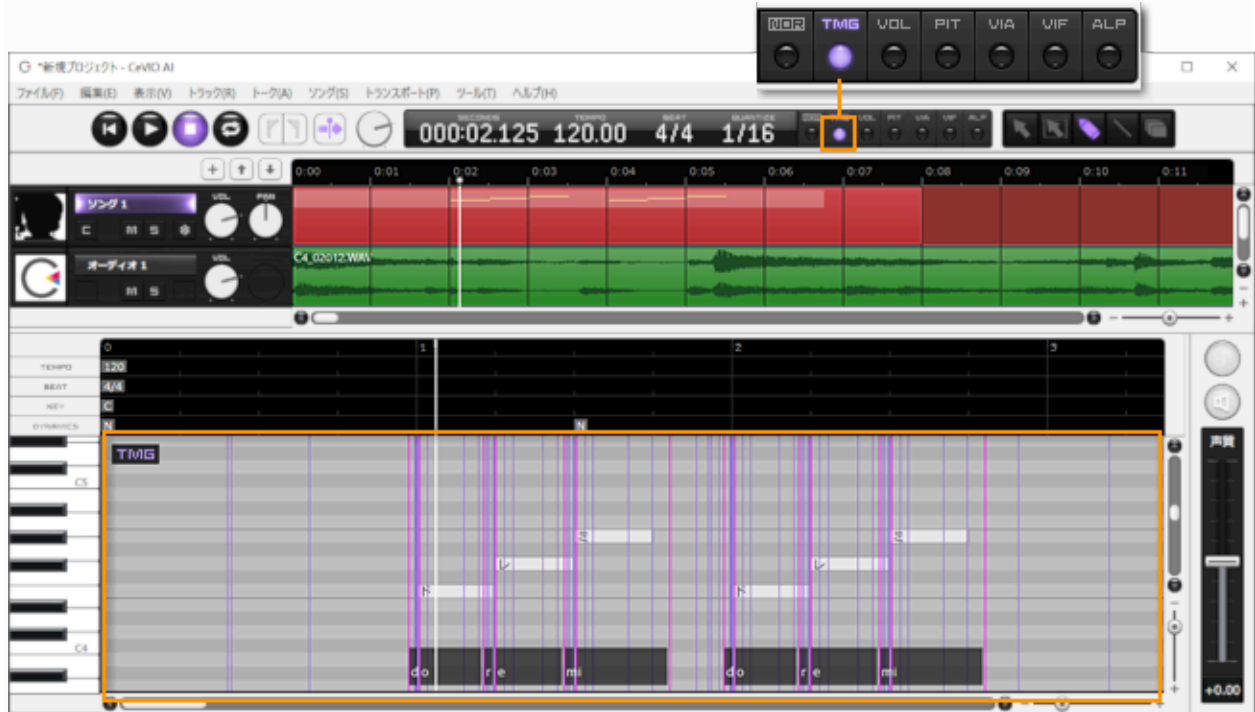
You can choose how to display the numerical values when you hover the mouse cursor over the parameters in the "Numerical values in adjustment screen" section of the "Song setting" option.

The default setting is to display only the current value, but it can also be displayed in detail or hidden in the form of "(Difference) Current Value" with "Current Value + Difference".

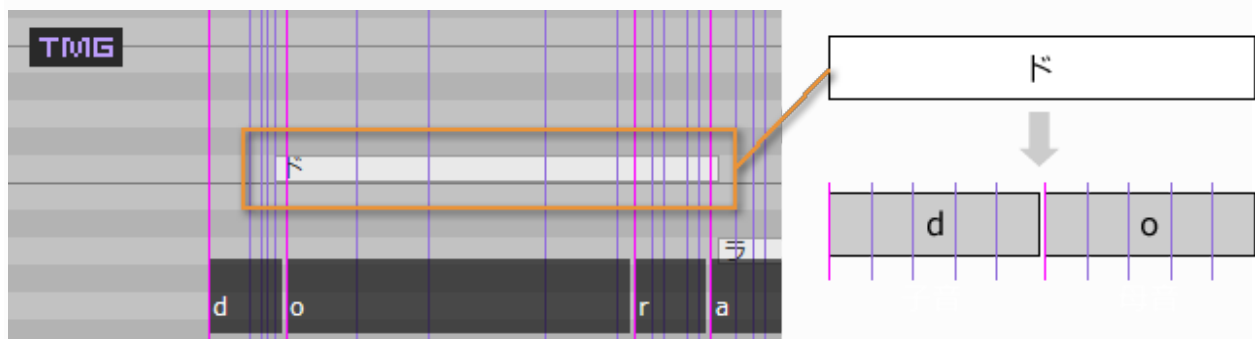
Timing Adjustment

You can adjust the timing of your vocalizations.

When you adjust the timing, the amplitude and period of the pitch, volume, and vibrato are automatically recalculated according to the changes, so it is more efficient to adjust the timing and then adjust the other items.

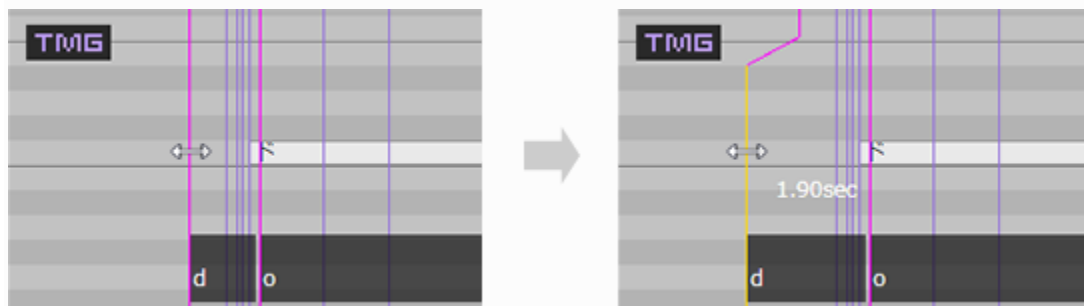


Timing is represented by five lines for each phoneme in the lyric ("d" or "o" for "do"): one reddish-purple phoneme line to indicate the beginning of the phoneme, and four light-purple status lines to indicate the change in sound within the phoneme.

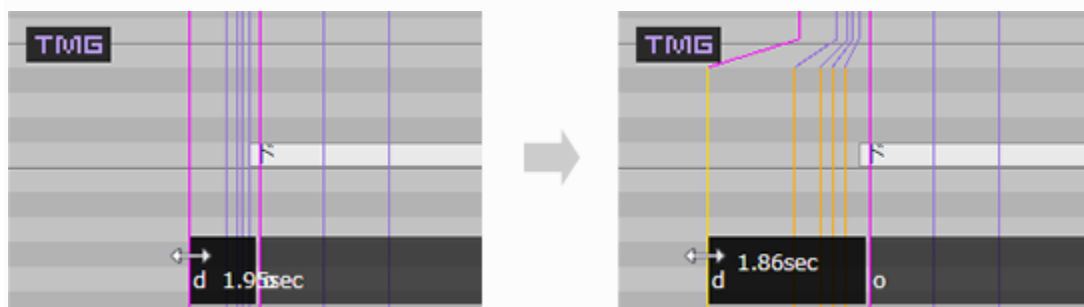


Select the "Pen Tool" and drag the line to change its position.

Move the line forward if you want to accelerate the timing, or backward if you want to delay it.



Drag the phoneme line in the black area at the bottom of the piano roll, where the phoneme is displayed, to adjust the previous and following state lines together. You can then adjust the state lines as needed for greater efficiency.



About parameter changes

Since CeVIO AI estimates the singing style from the entire score, parameters such as timing and pitch will change in various parts of the score when you add or delete notes, change note length or scale, etc.

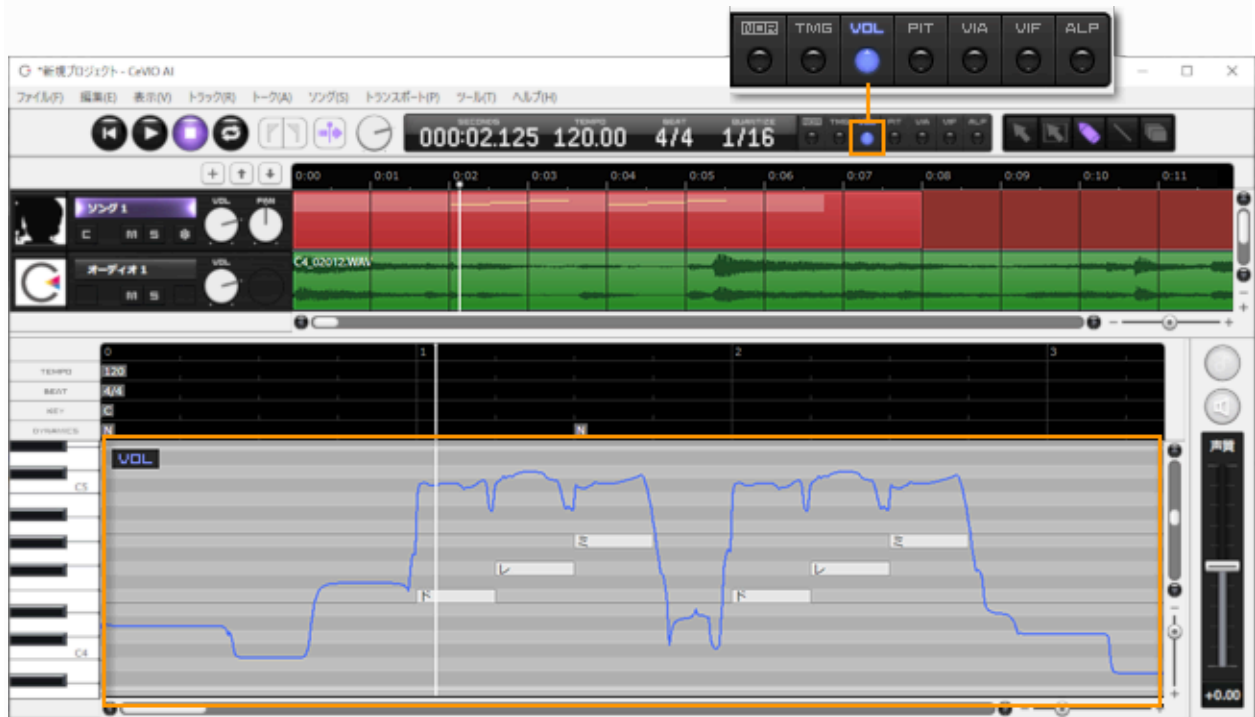
Since the timing adjustment value is relative to the original value, when the parameter changes, the adjustment value also changes. In this case, each line of timing will reset the line across its neighbors.

(Adjustment values for pitch and other parameters other than timing are absolute values.)

Volume adjustment

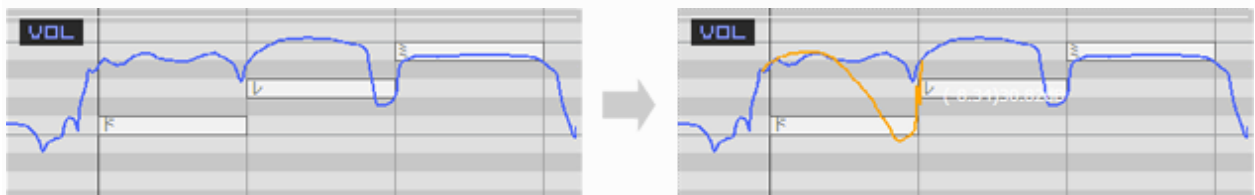
You can adjust the volume of the sound.

The volume can also be easily turned up or down with the [intensity symbol](#).



Select the "Pen Tool" and drag the line to change the volume.

The unit of volume is dB (decibel).

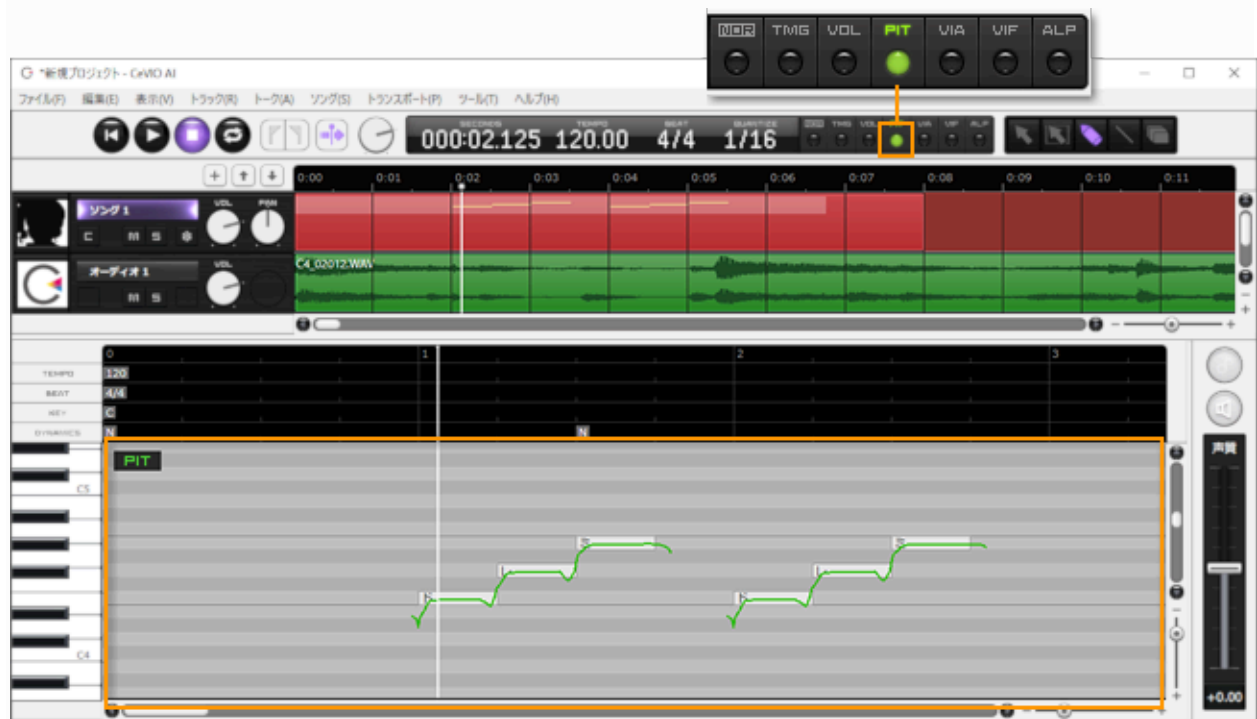


Pitch adjustment

Allows you to adjust the pitch of the sound. Adjusts at the basic pitch, not including vibrato.

When the amplitude or period of vibrato is superimposed on the pitch adjustment screen, the pitch with vibrato is also superimposed.

Also, when the pitch is overlaid on a screen other than the pitch adjustment screen, the pitch is always displayed with vibrato.



Select the "Pen Tool" and drag the line to change the pitch.

The unit of pitch is Hz (Hertz).

The difference in the numerical display (in parentheses) is in cents, with +100 cents representing a semitone higher.

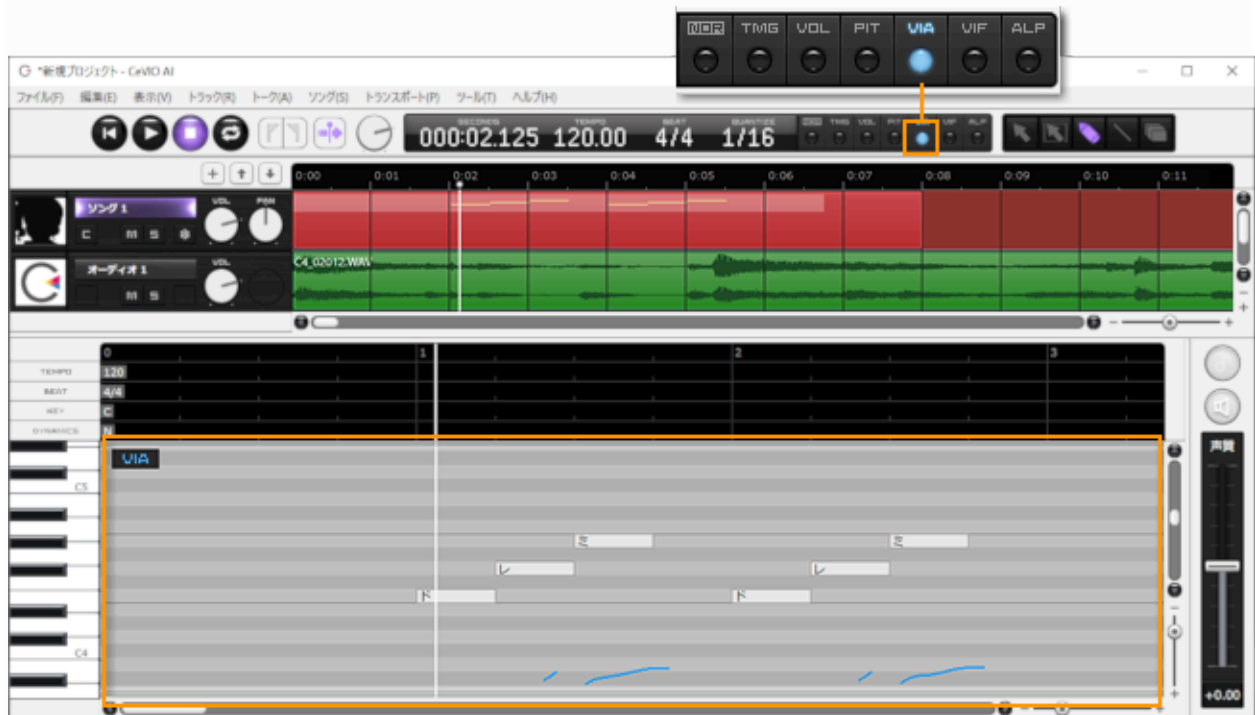


Vibrato amplitude adjustment

Vibrato can be adjusted in terms of amplitude and period, and this screen allows you to adjust the amplitude of the vibrato.

If you overlap the pitches, the vibratoed pitches will be displayed for easier adjustment.

To add vibrato to a non-vibrato area, you need to draw both amplitude and period on that area.



Select the "Pen Tool" and drag the line to change the amplitude of the vibrato.

The unit of amplitude is the cent, where 100 cents represents an amplitude of a semitone above or below.

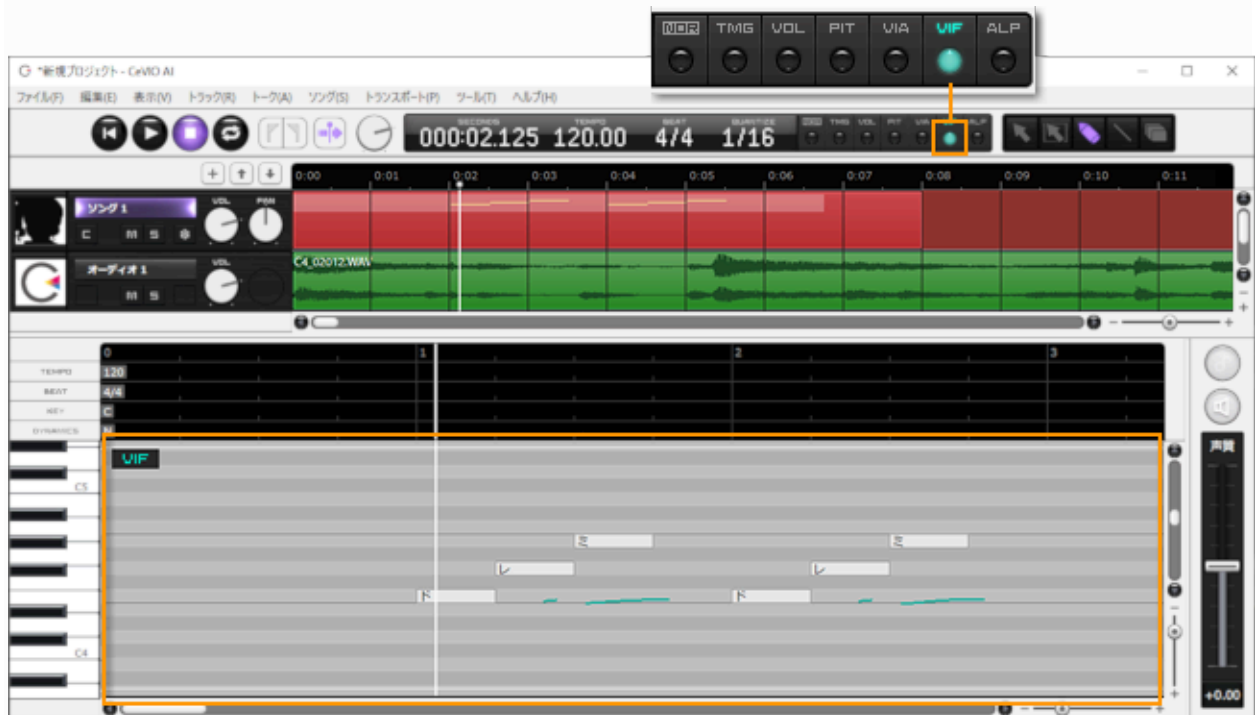


Vibrato cycle adjustment

Vibrato can be adjusted in terms of amplitude and period, and this screen allows you to adjust the period (frequency) of the vibrato.

If you overlap the pitches, the vibratoed pitches will be displayed for easier adjustment.

To add vibrato to a non-vibrato area, you need to draw both amplitude and period on that area.



Select the "Pen Tool" and drag the line to change the vibrato period.

The unit of the cycle is Hz (Hertz), which is the number of times it shakes in one second.



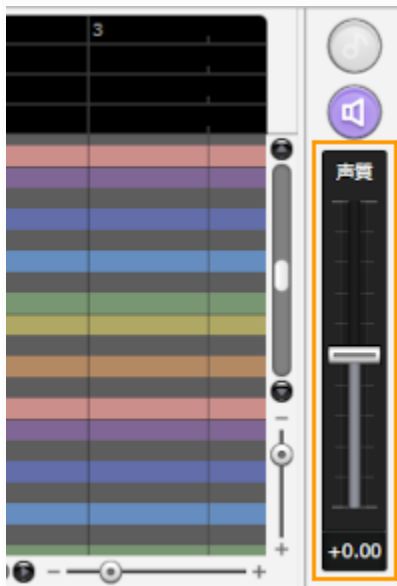
Adjusting the singing voice (3) (voice quality)

By adjusting the voice quality, you can change your voice into a mature or childish singing voice.

Drag the voice quality slider (knob) (hold down the left mouse button and move it) to change the voice quality of the entire selected track.

You can also place the mouse cursor over the slider and adjust it by moving the mouse wheel up or down.

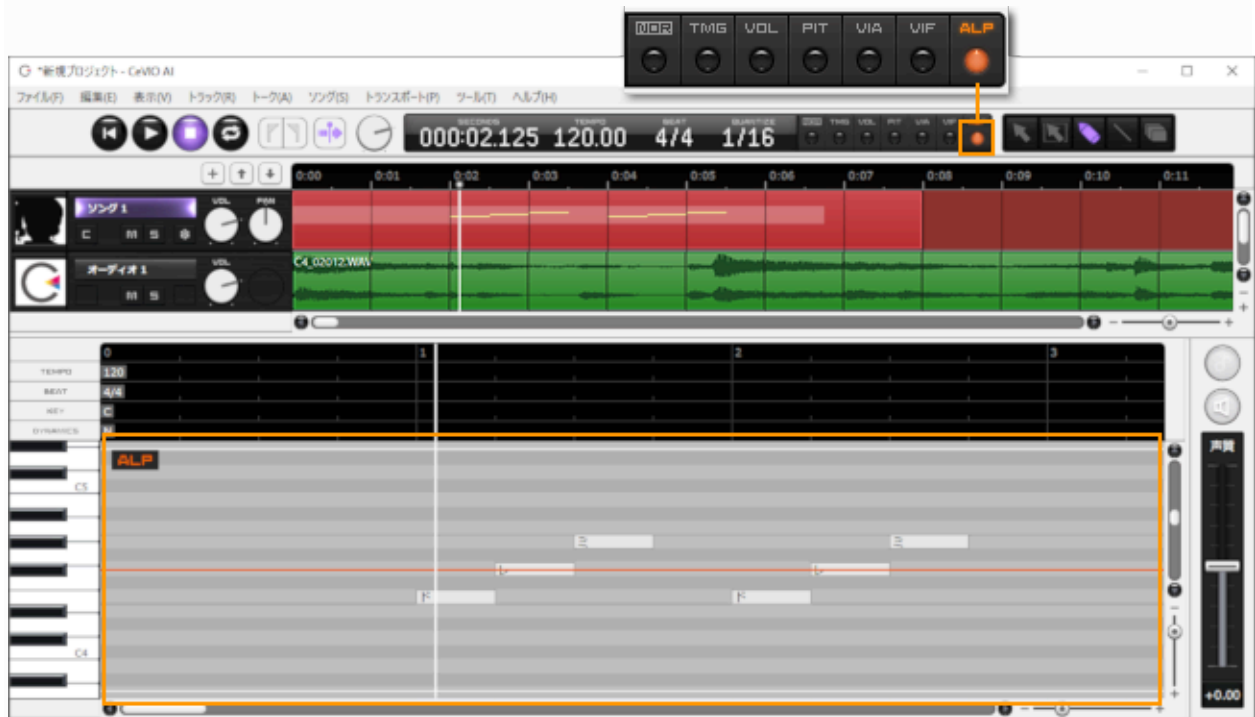
The degree of change in the voice depends on the cast, with KAFU having the smallest change.



Detailed adjustment of voice quality

By switching to the adjustment screen via the "ALP" button on the toolbar or the menu, you can fine-tune the voice quality (in increments of 5 milliseconds minimum).

The adjustment is relative to the overall voice quality of the track, so when you move the Voice Quality slider up or down, the adjustment value will also move up or down accordingly.



MIDI/MusicXML

Loading a MIDI file

You can read MIDI files created by external software.

Select "Import" from the "File" menu, and then "Import MIDI" to specify a MIDI file.

You can also drag and drop a MIDI file from Explorer to the song track.

When the track structure of the MIDI file is displayed, select the track you want to load and click the OK button.

You can load up to 8 tracks.

If "Read tempo and time signature" is checked, the tempo and time signature set in the MIDI file will be reflected in all song tracks.

MIDIインポート

読み込むトラックを選択します。(最大31トラック)

選択	トラック名	音符
<input checked="" type="checkbox"/>	チャンネル1	50
<input type="checkbox"/>	チャンネル2	0
<input checked="" type="checkbox"/>	チャンネル3	17
<input checked="" type="checkbox"/>	チャンネル4	50
<input type="checkbox"/>	チャンネル5	7
<input checked="" type="checkbox"/>	チャンネル6	50
<input type="checkbox"/>	チャンネル7	0
<input checked="" type="checkbox"/>	チャンネル8	22
<input type="checkbox"/>	チャンネル9	0
<input checked="" type="checkbox"/>	チャンネル10	80
<input type="checkbox"/>	チャンネル11	0
<input type="checkbox"/>	チャンネル12	0
<input type="checkbox"/>	チャンネル13	0
<input type="checkbox"/>	チャンネル14	0
<input type="checkbox"/>	チャンネル15	0
<input type="checkbox"/>	チャンネル16	0

☒ テンポ(1)と拍子(1)も読み込む

OK
 キャンセル

Correcting a MIDI file

When importing a MIDI file, the position and length of notes that are too fine (less than 32nd notes) will be automatically corrected.

The space between the notes is more natural if you follow the original notation rather than leaving a lot of space between the notes.

Please include the prompt (") in the lyrics, and adjust the vocal timing in the timing adjustment screen.

Exporting a MIDI file

MIDI files can be exported and used with compatible external software.

From the "Export" menu in the right-click menu of the timeline, you can easily export one of the selected tracks.

From the "Export" menu in the "File" section, you can select multiple tracks and export them as a single file.

When multiple tracks are selected, the key signature will be reflected in the "Conductor Track" only for the first selected track.

The adjusted values for timing and pitch are not written out.

Reading a MusicXML file

MusicXML files created by external software can be read.

Select the song track you want to import, then choose "Import MusicXML" under "Import" in the "File" menu, and specify the MusicXML file.

You can also drag and drop the MusicXML file from Explorer to the song track.

If the MusicXML contains multiple tracks, only the first track will be loaded.

Exporting a MusicXML file

MusicXML files can be exported and used with compatible external software.

From the "Export" menu in the right-click menu of the timeline, you can easily export one of the selected tracks.

From the "Export" menu in the "File" section, you can select multiple tracks and export them to multiple files.

The adjusted values for timing and pitch are not written out.

About Character Codes

MIDI files can be read/written in "Shift JIS", and MusicXML files can be read/written in "UTF-8". copyright © CeVIO

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Working with Audio Tracks

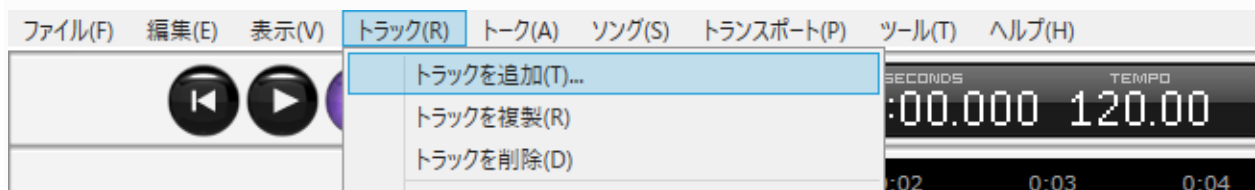
For the audio track, you can import WAV format audio files as background music or sound effects.

Adding an audio track

Immediately after startup, there is no audio track.

To handle audio, select "Audio Track" from the [+] button or "Add Track" in the "Track" menu.

Audio tracks can be increased to 32 tracks.

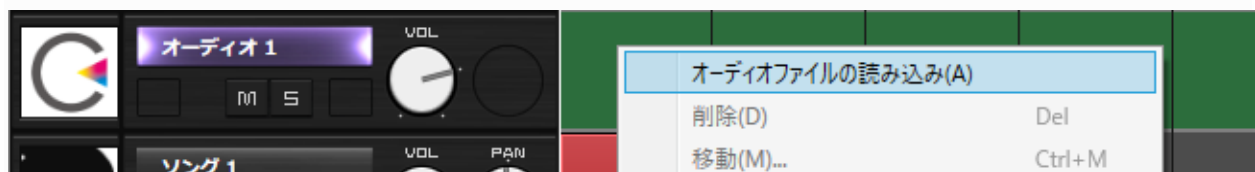


Importing audio files

You can import an audio file to the position cursor by selecting "Import" from the "File" menu or by right-clicking on an external audio track and selecting "Import Audio File".

You can also drag and drop an audio file from Explorer to the audio track to load it at the mouse cursor position.

When you load an audio file, the audio elements will be displayed as a waveform.



About audio file formats

Only WAV format with bit rate 8bit or 16bit is supported.

(24bit and 32bit are not supported.)

If the sampling rate is other than 48 kHz, it will be automatically converted to 48 kHz.

If the audio elements do not play properly or take a long time to load, please convert the audio file to 48 kHz 16-bit WAV format using conversion software.

About the location of audio files

The location of the audio file is recorded in the project, and the next time you open the project, it will be loaded from that location.

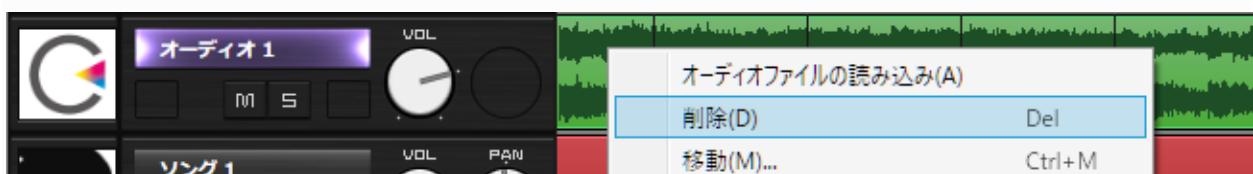
If you move the location after importing an audio file, delete the audio element and re-import it again.

If you want to open the project on a different PC, for example, you can put the audio file in the same location as the project file and it will still load.

Remove audio elements

Select an audio element and press the [Delete] key, or select "Delete" from the right-click menu to delete the element.

The original file will not be deleted.



Adjusting playback timing

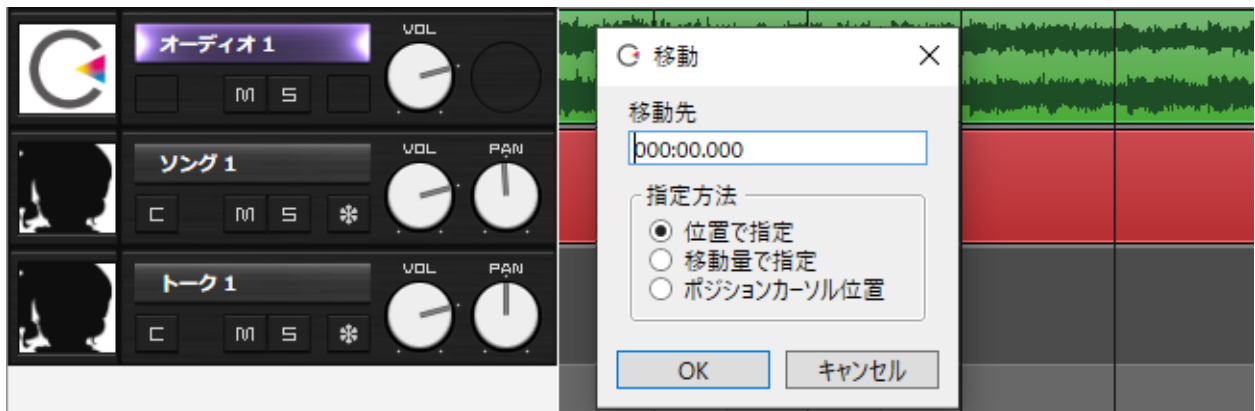
Drag the audio element to the left or right (hold down the left mouse button) to change the playback timing.

If you hold down the [Alt] key while dragging, the left or right edge of the audio element will snap to the second.

(When the timeline is in measure view, it will snap to the measure unit.



In the "Move" menu of the right-click on the timeline, you can move the audio elements in a specified way.



Specify by position

Directly specifies the destination time.

Specify by displacement

Specify the time relative to the original position, plus or minus.

Position cursor position

Moves to the current position cursor position.

Auto-align audio

When on, auto-aligns so that it does not overlap with audio or serif elements.

If "Multi-track auto-align" is also turned on in the "Talk settings" option, the lines will be automatically aligned so that they do not overlap with lines on other tracks.



Crossover with other text-to-speech software

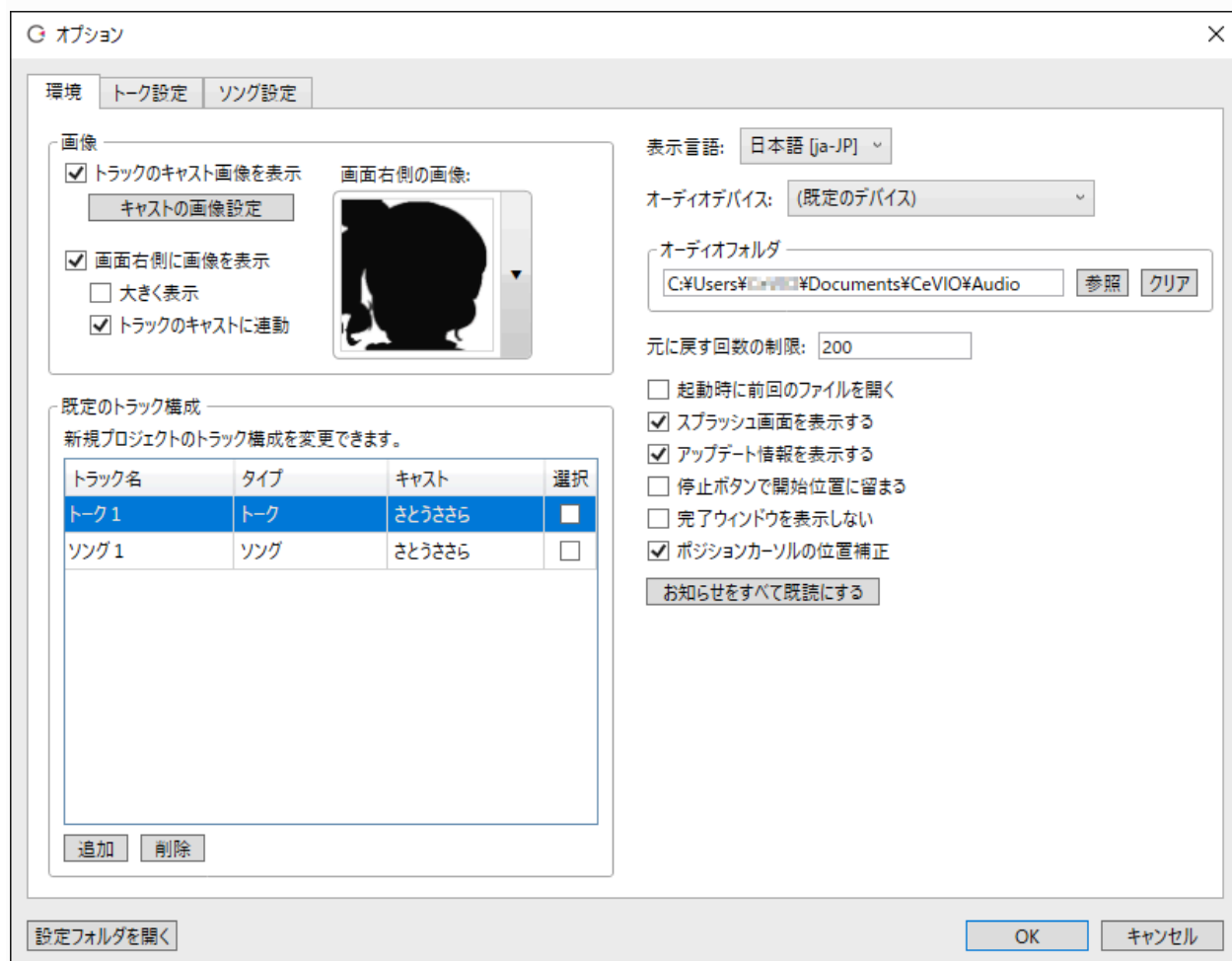
If you turn on "Auto Align Audio" and also turn on "Multi-Track Auto Align" in the "Talk Settings" option, and also turn on "Apply to Audio" in the "Line Spacing" option, audio elements will be automatically aligned in the same way as lines, making it easier to create crossover with audio created by other text-to-speech software. This makes it easier to create crossovers with other text-to-speech software.

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Option

You can change various settings from "Options" in the "Tools" menu.

Environment



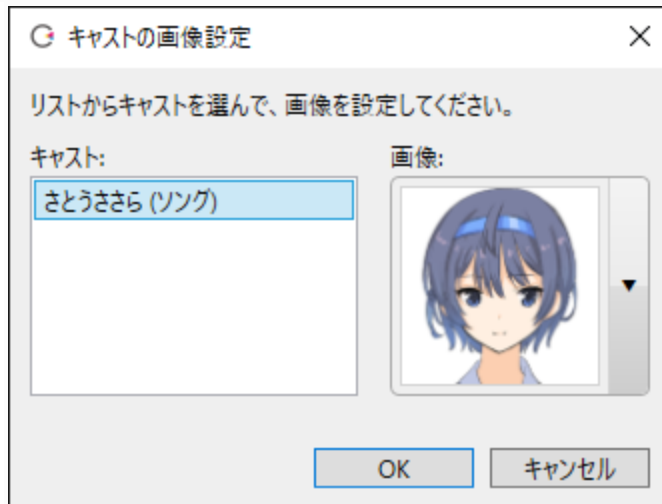
Image

Show the cast image of the truck

You can choose to show or hide the cast image in the track header.

Cast Image Settings

The display image of each cast member can be changed. You can also replace it with a user image.



This is an example of setting a user image (Suzuki Tsutsumi) for the cast "Sato Sasara".

[Displaying user images](#)

Display the image on the right side of the screen

When on, the character image will be displayed on the right side of the main screen.

View Larger

When on, the image will be displayed using the entire top and bottom of the window.

Linked to truck casting

When on, the image will switch according to the cast of the selected track or selected line.

Image on the right side of the screen

You can set the image to be displayed on the right side of the screen. Click on an image to select it from the list. You can also drag and drop your own image here to register it as a user image and select it.

When "Link to Track Cast" is on, "Image on right side of screen" will be displayed when no track is selected.

Default track configuration

You can set the track name, type, and cast for the new project.

The tracks checked in the "Select" column will be launched in the selected state.

The cast of the top talk/song track will be the default cast when the track is created.

Display Language

Allows you to switch the display language for menus and other user interfaces.

Audio Device

You can also output audio to devices other than the default ones.

Audio Folder

Allows you to set the destination for temporary files generated by fixing tracks or loading external audio.

Temporary files will not be deleted automatically. To reduce disk usage, use the "Clear" button to clean them up.

Limitations on the number of undo attempts

The number of times you can undo can be set to a maximum of 100000 times.

The more times you do this, the more memory is consumed.

Open the previous file at startup.

You can restore the editing state by automatically opening the project from the previous exit at startup.

Display the splash screen.

Turn it off if you want to operate other applications while it is running.

Display update information

If you want to fix the version of this software for external collaboration, etc., please turn it off.

Stop button to stay in the starting position

When you press the Stop button (or 0 on the numeric keypad) consecutively while stopped, you can choose whether or not to go back to the beginning.

Do not display the completion window.

Do not display the completion window after WAV export or text import.

Position cursor position correction

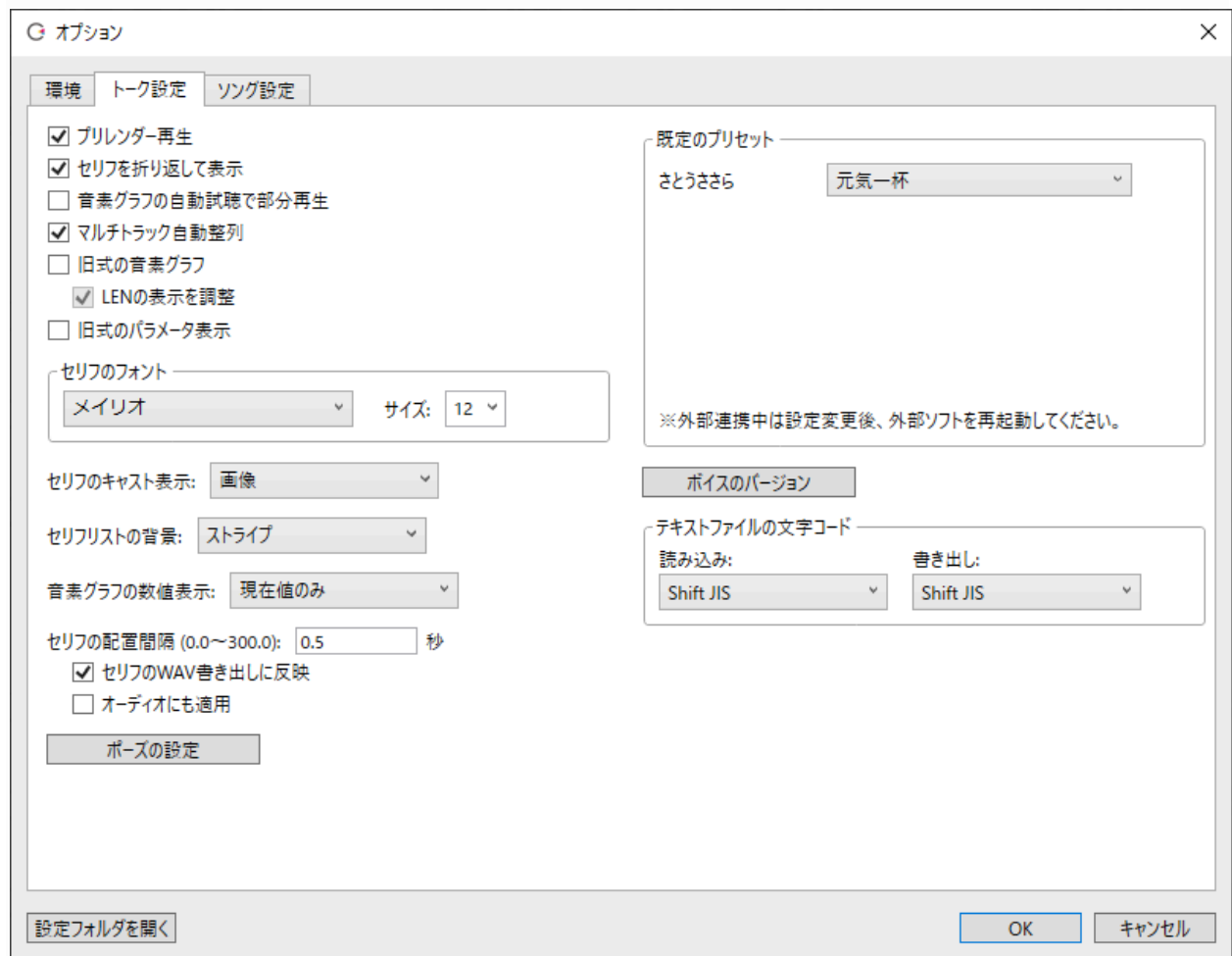
Automatically corrects the position of the position cursor during playback.

If the position cursor is shifted significantly during playback, turn it off.

Make the notification readable

This is useful when you are migrating to a new PC.

Talk settings



Pre-rendered playback

Speech synthesis is performed before playback starts to avoid skipping or pausing during playback.

If there are many lines of dialogue, the first playback will take longer, but after that, only the edited lines will be synthesized, speeding up the process.

When turned off, it becomes real-time text-to-speech.

Wrapping lines

In the serif list, wraps long sentences at the right edge to show the whole sentence.

Partial playback with automatic audition of phoneme graphs

Automatic audition of the phoneme graph, playing from the pause just before the adjustment point (punctuation, etc.) to the pause just after it.

Multi-track auto-align

When "Auto-align lines" is on in the "Talk" menu or right-click menu, lines from other tracks will be automatically aligned so that they do not overlap.

When "Auto-align audio" is on, the audio elements will also be aligned without overlapping.

If the "Align Track Contents Evenly" option in the "Tracks" menu is also set to "On," the contents of other tracks will be aligned as well. If you don't want to move the lines of the other track, turn it off.

Old-style phoneme graph

The horizontal axis is evenly spaced, the length adjustment is on the vertical axis, and the maximum length adjustment is 1 second.

The format is the same as that of "CeVIO Creative Studio" up to version 5.2.

Adjust the LEN display.

This is an old-style phoneme graph, where the smaller the value of LEN, the longer it is displayed. When off, the vertical axis is evenly spaced.

Old-style parameter display

Parameters such as size, speed, and emotion are displayed on a scale of 0 to 100.

Serif font

You can specify the font and its size to be displayed in the serif list.

Show cast of lines

You can choose to display the cast on the left side of the dialogue list as Image, Name, or Image + Name.

Serif list background

You can choose from five different background colors for the dialogue list.

Numerical display of phoneme graphs

You can choose to display numerical values when you hover the mouse cursor over the graph.

Line placement spacing

Allows you to specify the placement interval when entering and aligning lines.

Reflected in WAV export of dialogue units.

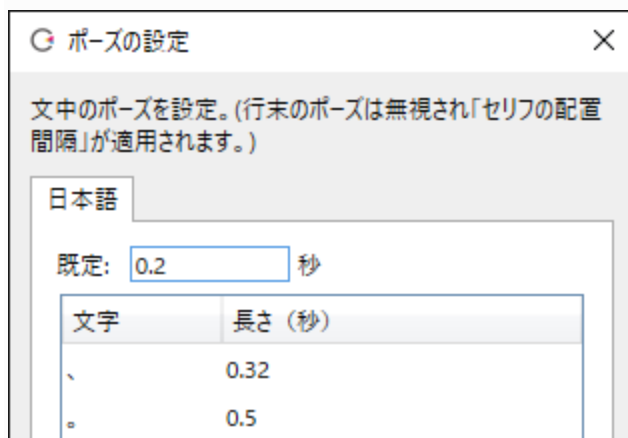
Add "Serif placement interval" as a silence at the end of the WAV export of the serif unit.

Also applies to audio

Audio elements will also be spaced when editing with "Align tracks evenly" or "Auto-align audio" on. With "Multi-track auto-align", you can easily create a crossover with audio created by other text-to-speech software.

Pause settings

The length of pauses for punctuation, symbols, etc. can be set individually.



You can also set the full-width space to the shortest possible time, 0.025 seconds, and use it to break up accent phrases by entering serifs like "Hello, everyone."

If there is a sequence of pause characters in a sentence, such as "...", the number of pause characters will be reflected in the length of the pause.

If you want to set the length of the silence at the end of the WAV to zero, turn off "Reflect in WAV export per line".

Default preset

Preset can be specified for track creation, cast change, and external linkage.

If the destination software is running, restart the destination software after changing the settings to reflect the changes.

Presets for external collaboration

In SAPI5, "speed" is enabled by the setting of the partner, "loudness" and "height" are enabled by the synergy effect of the partner and this software, and the rest are enabled by the setting of this software. if the sound is too quiet in the SAPI5 partnership, try setting the preset "loudness" to 100.

In COM components/.NET assemblies, this is the initial value for conditions and emotions.

If the target application controls all parameters, the setting will not be used.

Version of voice

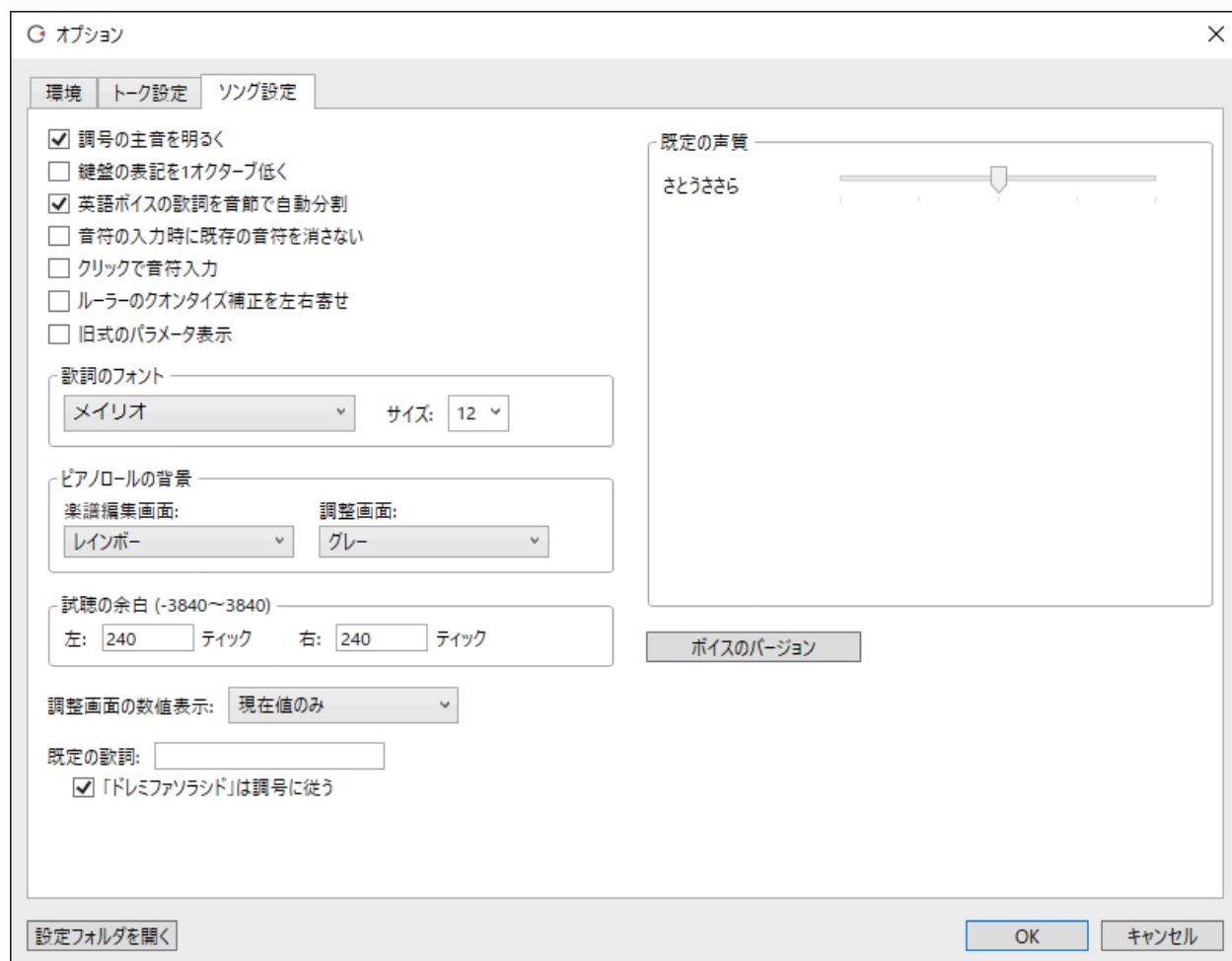
Depending on the character, you can choose the version of the voice.

Character encoding for text files

You can specify the character encoding for reading and exporting text files.

Change it according to the external software that exported the text file or the external software that reads it.

Song settings



Brighten the main tone of the key signature

Brightly indicates the primary note of the key in the score editing window.

Lower the keyboard notation by one octave.

Notate the piano roll so that the 440 Hz note is A3 on the keyboard.

Auto-segment English voice lyrics by syllable

When lyrics are entered in English voice, they are automatically divided and assigned to one note and one syllable.

If you have any questions, please feel free to contact us.

Don't erase existing notes when entering notes

When entering notes, do not erase notes that have already been entered.

Click to enter notes

Make it DAW-like so that notes can be entered by clicking only, not by dragging.

You can also specify the length by dragging when it is on. When not dragging, the length will be the quantized length.

Ruler's quantize correction to the left and right

The quantize correction position of the piano roll ruler is moved closer to the left or right side of the piano roll, making it behave like a DAW.

Old-style parameter display

Displays the voice quality parameters in the range of 0 to 100.

Font for lyrics

You can specify the font and size of the lyrics.

Piano Roll Background

You can choose from six different piano roll backgrounds for the score editing screen and two for the adjustment screen.

Listening Margins

You can specify the length of the margin before and after the note in ticks when listening. (The length of a quarter note is 960 ticks.)

0 means no margin, positive values change the range outside the note, and negative values change the range inside the note.

Display of numerical values on the adjustment screen

In the Adjustment window, you can choose how to display the numerical value when you hover the mouse cursor over the parameter.

Default lyrics

You can change the lyrics immediately after entering a note, such as "ra".

When empty, "do re mi fa sola do" will be assigned according to the musical scale.

"Do re mi fa sola do" follows the key signature.

If "Default Lyrics" is empty and unchecked, the "Do Re Mi..." lyrics will be fixed to "C Major".

default voice quality

You can specify the initial value of the voice quality when creating a track or changing the cast.

Version of voice

Depending on the character, you can choose the version of the voice.

About the settings folder

The following configuration files are stored (except for optional settings, which are generated when using the function).

TalkDictionary3.dic (user dictionary)

PhraseClips.xml (dialogue clips)

Personality.xml (preset)

RuntimeSettings.xml (optional settings)

If you want to transfer the settings to another PC, you can import the exported file by selecting "File" -> "Export" -> "Export Settings" from the menu, and then selecting "File" -> "Import" -> "Import Settings" on another PC.

shortcut key

File-related

Ctrl + N

Create a new one.

Ctrl + O

Open.

Ctrl + S

Save.

Ctrl + Shift + S (or F12)

Save as.

Editing

Ctrl + Z

Undo.

Ctrl + Y

Start over.

Ctrl + X

Clipping.

Ctrl + C

Copy.

Ctrl + V

Paste.

Ctrl + A

Select all

Truck/transport related

space bar

Play/Stop. The operation can be changed by selecting "Return to start position when stopped" in the "Transport" menu.

Ctrl + Spacebar

Stop playback. Fixed operation that does not return to the start position when stopped.

0 on the numeric keypad

Stop playback. While stopped, moves to the playback start position and then to the beginning.

numeric keypad*.

Turn on/off the operation to return the position cursor to the playback start position when playback is stopped.

F7

Turn on/off auto-scrolling during playback.

The / (slash) on the numeric keypad

Repeat playback on/off.

[

Set/unset the start point marker.

]

Set/unset endpoint marker.

, (comma) or the numeric keypad . (period)

Move the position cursor to the top.

1 on the numeric keypad

Move the position cursor to the starting point marker.

2 on the numeric keypad

Move the position cursor to the position of the endpoint marker.

3 on the numeric keypad

Moves the position cursor to the left edge of the currently selected line or external audio.

Ctrl + T

Moves the position cursor to the specified position.

Ctrl + Shift + T

Displays the position cursor position.

Shift + F2

Change the name of the currently selected track.

Shift + S

Turn solo on/off for the currently selected track.

Shift + M

Mute on/off for the currently selected track.

Shift + C

Cast selection for the currently selected track.

Talk (dialogue list/phoneme graph)

Shift + Spacebar

Listen to the selection line.

F2

Edit the lines of the selected line.

F3

Search using the previous search text and conditions.

F5

Turn on/off "Auto-align lines".

F8

Summary input of sentences.

F9

List of dialogue clips.

Cursor keys up/down

Select the previous/next row.

Shift + cursor keys up/down

Select multiple lines.

Home

Select the first line.

End

Select the line at the end.

Ctrl + F

Search for lines.

Ctrl + Shift + V

Insert.

Ctrl + M

Moving lines.

Ctrl + W

Export selected lines of dialogue in WAV format (48kHz 16bit mono).

Ctrl + 1

Phoneme graph to accent adjustment screen.

Ctrl + 2

Turn the phoneme graph into a pitch adjustment screen.

Ctrl + 3

Turn the phoneme graph into a volume control screen.

Ctrl + L

Turn on/off "Overlay Length Lines" in the phoneme graph.

Ctrl + P

Toggle the phoneme display in the phoneme graph.

Shift + G

Shrinks the phoneme graph vertically.

Shift + H

Expand the phoneme graph vertically.

Mouse wheel up/down

Adjust the phoneme graph in phoneme units (scroll vertically while zooming in).

Alt + mouse wheel up/down

Adjusts the phoneme graph in phoneme units.

Shift + mouse wheel up/down

Scroll the phoneme graph horizontally.

Ctrl + mouse wheel up/down

Scales the phoneme graph vertically.

Left-click on the phoneme graph to listen from the mouse cursor position.

Double-click on the phoneme graph to reset the phoneme at the mouse cursor to its initial value.

To return the phoneme graph to its original state, right-click and select "Reset to Default".

Hold down the center mouse button on the phoneme graph and drag to scroll.

Song (Piano Roll)

1

Edit the score.

2

Adjust timing.

3

Adjust the volume.

4

Adjust the pitch.

5

Adjusts the amplitude of vibrato.

6

Adjusts the vibrato cycle.

Ctrl + 1

Selection tools.

Ctrl + 2

Pen tool.

Ctrl + 3

Line tools.

Ctrl + 4

Eraser tool.

Ctrl + space

Move the position cursor to the mouse cursor position.

Shift + Spacebar

Audition the selection.

F2

Enter the lyrics for the currently selected note.

F8

Enter a summary of the lyrics.

Tab

Enter the lyrics for the next note.

Shift + Tab

Enter the lyrics for the previous note.

Cursor keys left/right

Select the previous/next note.

Shift + cursor keys left/right

Select multiple notes.

Cursor keys up/down

Moves the currently selected note by a semitone. The pitch adjustment value of the selected range will also be automatically followed.

Shift + cursor keys up/down

Moves the currently selected note by an octave. The pitch adjustment value of the selected range will also be automatically followed.

Home

Select the first note (hold down Shift to select a range).

End

Select the last note (hold down Shift to select a range).

Ctrl + Home

Move the position cursor to the beginning of the score.

Ctrl + End

Move the position cursor to the end of the score.

The numeric keypad [+].

Fast forward the position cursor.

Numeric keypad [-].

Rewind the position cursor.

Shift + [+] on the numeric keypad

Move the position cursor to the next measure.

Shift + [-] on the numeric keypad

Move the position cursor to the previous measure.

Ctrl + cursor keys left/right

Scales the piano roll horizontally.

G

Shrinks the piano roll horizontally.

H

Expand the piano roll horizontally.

Shift + G

Shrinks the piano roll vertically.

Shift + H

The piano roll is expanded vertically.

Ctrl + P

Toggle phonetic input of lyrics.

Ctrl + R

Set a slur for the currently selected note.

Ctrl + W

Export the current song track in WAV format (48kHz 16bit mono).

If you move the position cursor while holding down the [Alt] key, it will not quantize.

If you hold down the [Alt] key while entering or changing the length of a note, the quantize minimum (32nd note).

Duplicate by holding down the [Alt] key and dragging notes, tempo, time signature, key signature, or intensity symbol.

Common to both Timeline and Piano Roll

Mouse wheel up/down

Scroll vertically.

Shift + mouse wheel up/down

Scroll horizontally.

In the piano roll, when the scroll bar is at the right end, you can use [Shift + mouse wheel down] to add a measure.

Ctrl + mouse wheel up/down

Zoom in and out vertically.

Ctrl + Shift + mouse wheel up/down

Horizontal scaling.

If you hold down the [Alt] key while dragging a dialogue or audio element in the timeline, the left/right edge of the element will snap to the nearest second (or measure if the timeline is in measure view). The same goes for the position cursor.

Hold down the center mouse button and drag to scroll.

When the shortcut keys don't work

In Windows 10 version 2004 or later, when Japanese input is turned on, MS IME will enter text and the shortcut keys will not work. If you turn on "Settings" -> "General" -> "Use previous version of Microsoft IME", the shortcut keys will work even when Japanese input is turned on.

Google IME will enter text when Japanese input is on (except in combination with the [Ctrl] key), so please turn off Japanese input and press the space key, or use the play button on the screen.

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External Cooperation Interface

You can use the text-to-speech function of the talk from external software.

Three different methods are available for different applications.

(1) Used from SAPI5

It can be linked to external software that supports SAPI5 to read out sentences.

"CeVIO AI can work with 64-bit external software and can also be used as a Windows 10 "Narrator" by specifying the character to be read in the "Voice Selection" section of the "Text-To-Speech Settings" in the Windows Control Panel.

Microsoft Office such as "Word" and "Excel" and "Acrobat Reader" are not supported.

Because "CeVIO AI" is a 64-bit application, it cannot be directly linked to 32-bit external software (such as "Bar Reader").

(There is also external software to link "Bar Reader" and "CeVIO AI".

Default preset

The external collaboration will reflect the "Default Preset" in the "Talk Settings" option.

In SAPI5, the setting of the partner is effective for "Speed," the synergy between the partner and this software is effective for "Size" and "Height," and the setting of this software is effective for the rest.

If you want to make the volume louder when collaborating, or if you want to read out with your preferred emotional setting, add that setting to the preset, and then make it the default preset.

Use from the program

The following tags of SAPI XML TTS are supported for parameter specification.

<pitch> <volume> <rate> <silence>

Pitch, volume, and rate are supported only in the form of a single sentence enclosed in a tag (partial specification in a sentence is not supported).

The volume and rate properties of SAPI5 are supported.

Use as COM component

From programs such as C++, emotions and conditions can be finely controlled with a dedicated API.

[For more information](#)

Use as a .NET assembly

NET programs such as C#, emotions and conditions can be finely controlled with a dedicated API.

[For more information](#)

Notes.

The external collaboration interface cannot be used with products that do not have a talk function, such as Songstarter.

(1) is a simple implementation using the API of (2). It is not guaranteed to work with all SAPI5 compatible software.

If you want to use it from (2) or (3), call the API that starts "CeVIO AI" first.

The number of applications that can use the external linkage interface at the same time is 1 for all of ① to ③.

In any of the cases (1) through (3), the conditions of use and restrictions are as described in the license agreement attached to the product.

The external collaboration interface is not available for commercial use (business use). If you need real-time text-to-speech for commercial use, please contact us from [this page](#). You can use it [within the free range here](#).

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Frequently Asked Questions

Q: I can't install the software.

A: If the "User Account Control" window appears during installation, press "Yes".

If the message "Your PC has been protected by Windows" is displayed, click on "More Information" and then click on the "Run" button.

There are also reports that some free security software cannot be installed or will not start due to false positives. In such cases, please search the Internet for a workaround using "(your security software name) false positive".

Q: The software won't start.

A: If you get a message like "The file or assembly 'CeVIO.Audio.dll' or one of its dependencies could not be loaded" and it won't start, you are missing a necessary library (auxiliary program).

Download and run "vc_redist.x64.exe" from the [Microsoft support page here](#).

If "Controlled folder access" (default setting off) is on in "Manage ransomware prevention" under "Virus and threat prevention" in "Windows Security" in the Windows Start menu, turn it off.

If your CPU is a Pentium, Celeron, or older Core i PC, it may not start with an error.

"You can update Yukari Yukari Rei, Kiritan Tohoku, and Kafu from the links [on this page](#).

For other voices, please use [this form to let us know about your](#) environment.

In other cases, if you are unable to boot, please try [this clean install](#).

If your computer fails to start up after the second or subsequent voice authentication, please follow steps 8 through 13 of the clean installation procedure above. This problem will be fixed in the near future.

Q: I purchased the product, but I don't know the serial number.

A: For packaged products, Yukari Yukari Rei is written on the serial number card inside the silver bag, while the rest are written on the serial number card inside the plastic bag.

If you purchased the software at Vector PC Shop, you can check the license key by clicking on the link in the "License Key Information" e-mail and going to the "View License Key" page.

If you purchased the software on DLsite, you can check it on the download screen of the software in "Purchase History".

If you purchased the downloadable version on Amazon, you can view the product page from the link in the "Order Confirmation" email and check it in the "Game & PC Software Download Library".

Q: I can't save or export.

A: If you have turned on "Controlled Folder Access" (default setting off) in "Manage Ransomware Prevention" under "Virus and Threat Prevention" in "Windows Security" in the Windows 10 Start menu, please register this software in the "Allow apps with controlled folder access Please register this software in the "Allow" section.

There have been reports of problems with saving and exporting data in an ARM Windows 10 environment built on a Mac with an M1 processor and virtualization software. For problems with virtualization software, please contact the manufacturer of the virtualization software.

Q: No sound/ I want to change the output destination of the sound.

A: No audio will be played if there is no "Default device" in "Playback" under "Sound" in the Control Panel. Please set the default device.

If you want to change the audio output destination, set the device to "Default device" or specify "Audio device" in the "Environment" option.

Q: I can't use the spacebar to play/stop. Q: I can't enter Japanese for track names.

A: The behavior of MS IME has been changed in Windows 10 version 2004 or later, so that you can input text when Japanese input is on. You can also input track names in Japanese.

Google IME will enter text when Japanese input is on (except in combination with the [Ctrl] key), so please turn off Japanese input and press the space key or use the play button on the toolbar.

Q: The [Enter] key does not confirm the input of lines or lyrics.

A: It seems to happen when Windows Update runs behind the scenes, try restarting your PC.

Q: "Reading dialogue text" fails.

A: Please specify the character encoding of the file to be read in the "Read" field of "Text file character encoding" in the "Talk settings" section of Options.

Excel saves files in "Shift-JIS" by default, and Google Spreadsheet saves files in "UTF-8".

Notepad defaults to UTF-8 for Windows 10 version 1903 and later, ANSI (Shift JIS) for earlier versions, and can be changed from the "Character encoding" menu when saving.

Q: The text and subtitle files I exported are garbled in external software.

A: Please specify the character encoding supported by your external software in the "Export" field of "Text file character encoding" in the "Talk settings" section of Options.

For example, "VideoStudio Pro 2019 (or 2018)" supports "UTF-8 (with BOM)".

Q: The file name for WAV export of dialogue is fixed.

A: The file name will be the one specified in "File name pattern" in "Details" of "File" -> "Export" -> "Continuous WAV export of dialog" in the menu. The file name will be the one specified in "File name pattern" in "Details" of "File" -> "Export" -> "Continuous WAV export of dialog".

Q: I don't want silence at the end of a WAV export file for dialogue.

A: If you turn off "Reflect in WAV export per line" in "Talk settings" of Options, "Line placement interval" will not be added as silence.

Q: I can't speak at the same time as lines from another track.

A: If you turn off "Multi-track auto-align" in the "Talk Settings" option, it will be stacked with lines from another track.

Q: I can't link SAPI5. "Q: I can't connect to Word, Excel, or Acrobat Reader.

A: "CeVIO AI" is a 64-bit application, so it cannot be directly linked with 32-bit external software (such as "Bar Reader").

(There is also external software to link "Bar Reader" and "CeVIO AI".

"Microsoft Office, such as Word and Excel, and Acrobat Reader are not supported.

Also, in rare cases, the registration of the linkage to the OS may fail during installation.

In that case, please try [this clean install](#).

Q: Song's quantize does not have 1/64.

A: In this software, it is not recommended to leave a fine space between notes or to express the vocal timing in fine note positions such as 1/64. It is better to include the prompt in the lyrics and input the original score, and adjust the detailed timing in the TMG adjustment screen.

Q: The sound cuts out during playback.

A: Real-time speech synthesis using the Play button requires CPU performance.

In the case of a laptop, first try connecting it to a power source (deactivating power saving mode).

Also, please try the following steps as they may improve the situation.

(1) If you have a USB audio device connected, disconnect it.

(2) Select "High Performance" in "Favorite Plan" under "Power Options" in the Control Panel.

If there is no improvement, try "Fix Track" before playing.

The sound quality of the exported file will not be affected by the CPU performance.

Q: I want to use it offline.

A: The software can be used offline for 365 days after the last time it was launched with an Internet connection.

This does not apply to communication blocking by security software.

Q: I want to use it on a different computer.

A: After installing the software on your new PC, simply enter the serial number and you are good to go.

There is no need to "deactivate" this software.

After authentication, 24 hours must pass before another PC can be authenticated using the same serial number.

User dictionaries, presets, and option settings can be applied to a file exported from the menu "File" -> "Export" -> "Export Settings", and then imported from another PC via "File" -> "Import" -> "Import Settings".

Q: I would like to know about the use of characters and voice data.

A: You can use the voice and characters for non-commercial hobbies and secondary works for free. Please feel free to use them.

Please check [this page](#) for other information on the range of free use and commercial use.

Q: I want to report a bug or request.

A: Please report using [this form](#).

Known Issues

Version 8.1.8.0

When playing back multiple lines of dialogue in Talk and pausing with the spacebar before playing all of them back, saving the project afterwards fails.

If you play it again and stop it with the stop button, it will save correctly. We will fix it soon.

If you left-click on the right side of the end of a sentence in the ACC adjustment screen of the phoneme graph, an error message will appear.

This will be fixed soon.

After authenticating the second or later voice, if you quit the app without ever displaying the character in the editor, the app will fail to launch the next time.

Please follow steps 8 through 13 of the [clean install procedure](#) . This will be fixed soon.

Some CPUs, such as Pentium, Celeron, and older Core i CPUs, do not enable voices and cause errors in playback.

Please update ["Yukari Yukari Rei"](#), ["Kiritan Tohoku"](#) and ["KAFU"](#) from their respective pages.

For other voices, please use [this form to let us know](#).

WAV files exported by Talk may not be readable by some external software.

The problem occurs when lines that have been split/combined into accented phrases are exported to WAV and imported into certain external software such as "PowerDirector". This problem can be avoided by saving the project, reopening it, and then exporting the WAV.

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